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From the film *The Gamers: Dorkness Rising*...

The Mask of Death

the world of FARTHERAIL

An Epic Quest for five 9th level characters

By Kevin Mickelson

Based on "The Gamers: Dorkness Rising" written by Matt Vancil

Pathfinder® Roleplaying Game Compatible

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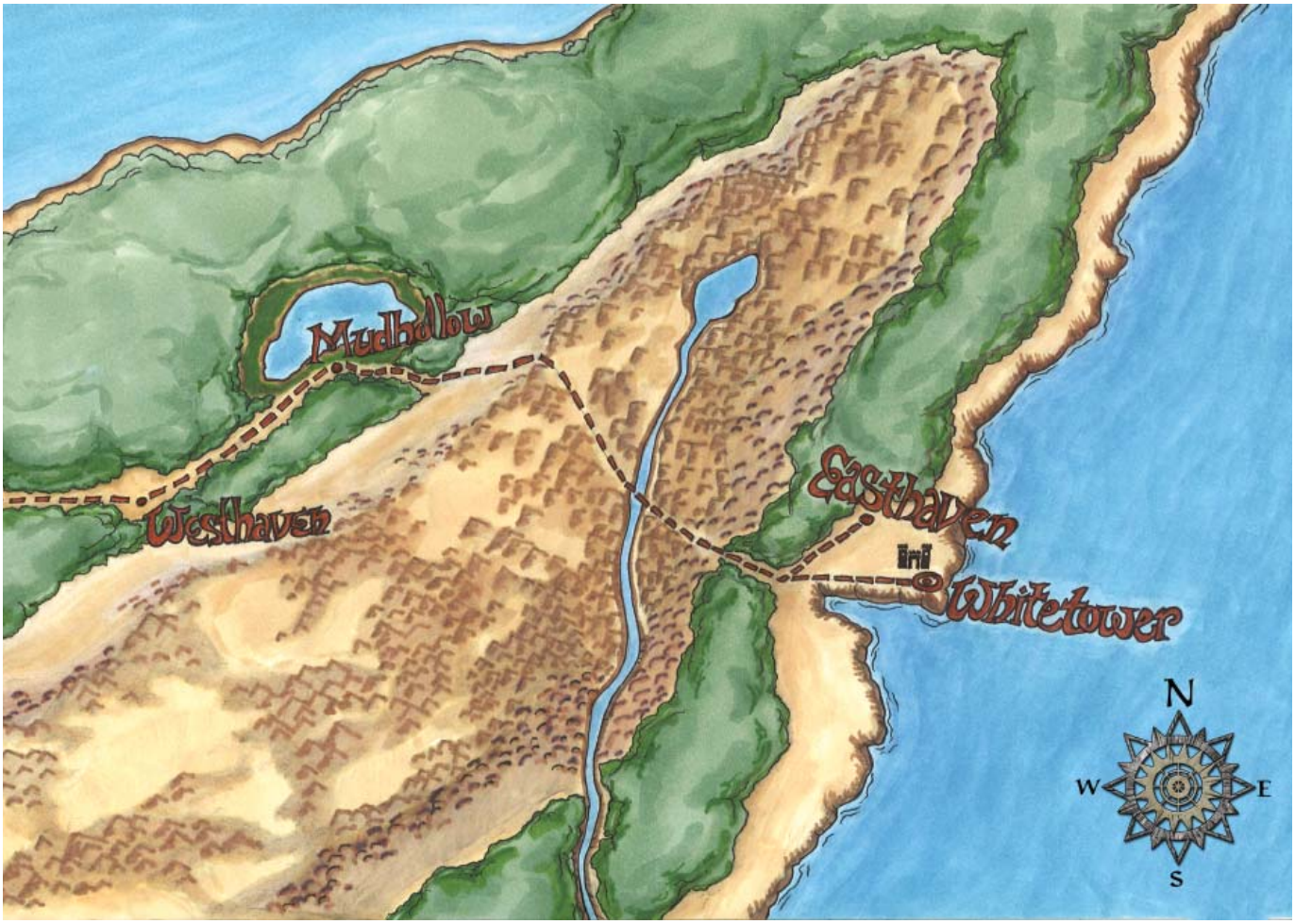

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For Amanda. You are the +5 vorpal holy avenger of spouses.

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The Mask of Death

An Epic Quest for Five 9th Level Characters

The Quest for the Mask of Death begins in the city of Whitetower. Despite the occasional goblin incursion, the lands around Whitetower have known peace and prosperity under the reign of King Erasmus the Randomly Biased. This relative calm is shattered by the news of a powerful artifact falling into the hands of a wicked necromancer named Mort Kemnon. Kemnon swears to bring low the king and transform the land into a twisted reflection of his own evil god, Death himself. Increasing reports of undead sightings and attacks serve to fan the flames of rumor. Exacerbating matters is the mysterious silence of Therin, goddess of the Light. Whitetower is the seat of her faith and home to her Grand Hierophant, Rhaimhin the Fifth. Her radiance continues to shine in and around the Great Cathedral but is unreliable beyond a few miles for all but the strongest of her faithful.

The kingdom needs heroes of exceptional mettle and courage to venture forth and protect Whitetower by tracking down Mort Kemnon in his hidden lair. Potential interest in this quest includes:

- Whitetower is the largest bastion of civilization for hundreds of miles in any given direction. If it should fall to Mort Kemnon, he will stand unchecked in his quest to rule Fartherall.

- King Erasamus is widely known for his generosity and fondness for adventurers, and aiding in this task could ensure a lifetime of privileged comfort and celebrity.

- Several clerical scholars theorize that Therin's absence and Mort Kemnon's acquisition of the Mask of Death are related. Without Therin's presence, thousands across Fartherall will be affected.

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Act 1 — Whitetower

Scene 1: Hail to the King, Baby!

The PCs begin the adventure in the presence of King Erasamus.

Read the following to the players

The last thing you were expecting was a summons to see the King. Erasmus has been growing far too old to hold the throne, according to the talk of the townsfolk, and to have an audience with anyone was a rare thing. So, when the letter arrived in the early morning requesting that you attend to his majesty, you were more than a little shocked.

You find the throne room packed with eager spectators from not only the gentry, but also the common folk..perhaps the reason for the heavily armored knight standing beside the King. All eyes turn to you as you approach the throne, and then move to the monarch as a staff-bearing page announces "His royal highness: King Erasamus the Randomly Biased!".

The king nods once before addressing the party.

"There is a great evil in our land; the vile necromancer Mort Kemnon. Daily his power grows stronger, and yet it appears as if our goddess has forsaken us, for she answers not our prayers. Mort Kemnon has discovered an evil artifact—an accursed item known as the Mask of Death. Find him and kill him. Bring me this mask so that its evil may not spread across our land.

The people of Whitetower recognize the peril of the task we set before you, and so it will be my pleasure to reward you handsomely on your return. You will each be granted a the noble title of baron or baroness, and such plots of land as are befitting."

King Erasamus (LG male old human aristocrat 9) answers any questions to the best of his ability, though he does not know a great deal of detail about the situation.

Why us?

"The elite forces in my royal guard are all spoken for in defense of the capital, and so it has necessitated looking to independent contractors. My trusted sources tell me that you are people of rare and exceptional capability, and I am certain that you are best qualified for the task."

Exactly what are we up against?

"Mort Kemnon is a powerful servant of Death, and as such has probably consorted with undead and demons alike. The specifics are anyone's guess. Aside from that, his growing power, combined with the evacuation of Easthaven, has reportedly stirred up the local goblin tribes."

Do you really think Therin has abandoned us?

Here the king pauses to carefully consider his words.

"The goddess moves and acts as a goddess, and I am but a king. Such speculation would take my attention away from weightier and more practical matters—such as the welfare of my people."

Once any questions have been answered, read the following:

Erasamus inclines his head toward the page.

"Floppenwrist—the staff!"

The one who spoke before now bows your way and offers a humble looking staff of thread-wrapped wood before taking his place beside the throne once more.

"I present to you this staff of resurrection. If one of your party should fall during this quest, it need not be their end."

He pauses once more to accept any thanks or answer any last minute questions. After doing so, he raises his hand in dismissal.

"Go forth noble heroes! May Therin light your way."

Scene 2: Hot Time, Trouble in the City

The city is near to bursting with the flood of refugees. You hear mutters of "Mort Kemnon" as they shuffle toward the safety of the castle.

Not two blocks from the palace, you come upon a roadblock in the form of an overturned cart sandwiched between two buildings.

The mess will obviously take a long time to clear away, but luckily there is an alley to your left that cuts behind one of the buildings.

Not much light makes its way into the shaded and narrow alley. Here and there, paupers sit with their backs against the walls of the buildings, the cowls of their threadbare cloaks drawn up as they nap.

As you move between the seated commoners, they suddenly leap up and fling aside their cloaks to reveal pure black jumpsuits complete with masks! Brandishing unusual weapons, they lunge to the attack.

These "paupers" are actually agents of a mysterious group of assassins known only as "The Order". They have been hired by Mort Kemnon to ensure that any who would interfere with his plans died in a most public and horrible manner. These assassins have tracked the PCs since they first set foot in Whitetower. The overturned cart is no accident, and serves two purposes: firstly, to divert the PCs down this alley into an ambush and, secondly, to delay the Lord High Inquisitor of The Grand Illuminated Holy Order of Therin, on his way to meet the heroes before they leave the city. The Inquisitor and his

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two paladins are obliged to keep order amongst the halted mass of peasantry on the other side of the wreckage.

The Order – CR 5

XP 1,600

Human Ninja (UC) 6

NE Medium humanoid

Init +4; **Senses** Perception +9

Defense

AC 18, touch 14, flat-footed 14

hp 34

Fort +3, **Ref** +9, **Will** +2

Offense

Speed 30 ft.

Melee +1 Shortsword, +9 (1d6+2, 19-20x2) OR +1 Nunchaku, +9 to hit, (1d4+2) OR +1 Sai, +9 to hit, (1d4+2)

Ranged Mwk shuriken +9, 1d2+1

Space 5 ft.

Special Attacks Sneak attack 3d6

Statistics

Str 13, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 12

Base Atk 4; **CMB** 5; **CMD** 19

Feats Combat Expertise, Improved Feint, Weapon Finesse, Step Up

Skills Acrobatics +13, Bluff +9, Disable Device +13, Disguise +11, Escape Artist +13, Intimidate +9, Perception +9, Sense Motive +9, Sleight of Hand +13 [+19 to conceal weapon]. Stealth +15

Languages Common, goblin

Special Abilities

Poison Use Cannot accidentally poison self.

Sneak Attack: 3d6

Ki Pool (Su): 4. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start.

As a Swift action, spend 1 point from ki pool to make an additional attack at highest attack bonus as part of a full attack, to increase speed by 20 feet for 1 round, or get a +4 insight bonus on Stealth for 1 round.

Ninja Tricks:

Fast Stealth (Ex): Can move at full speed using the Stealth skill without penalty.

Hidden weapons (Ex): Adds level on opposed Sleight of Hand skill checks made to conceal a weapon, and can draw hidden weapons as a move action.

Slow Reactions (Ex): Opponents that are damaged by the ninja's sneak attack can't make attacks of opportunity for 1 round.

No Trace (Ex): The DC to track a ninja using the Survival skill is increased by +2. Also +2 bonus on Disguise and Stealth checks whenever stationary for at least 1 round

Uncanny Dodge (Ex): Cannot be caught flat-footed, nor lose her Dexterity bonus to AC if attacker is invisible. Still loses Dex bonus to AC if immobilized.

Light Steps (Ex): Full-round action, can move x2 normal speed and ignore difficult terrain. Supported by any surface regardless of weight, including water, lava, or thin branches. Must end move on surface that can normally support. Ignores any mechanical traps that use a location-based trigger.

Treasure

+1 Weapon, *+1 Leather Armor*, *Ring of Protection +1*, 15 mwk shuriken, 2 doses Large Scorpion Venom (*Injury, DC 17, Duration 1/rd. for 6 rds, dmg 1d2 Str 1 save)*

Tactics

The ninjas remain huddled against the walls until the first member of the party is between the first two. They attempt to arrange themselves so they are flanking as many members of the party as possible, using Acrobatics against the CMD of any PC in a space they wish to occupy. If the Acrobatics check is successful, the PC is moved to whichever available square that ninja wants. If it fails, the ninja and PC are both considered to be trapped in a narrow space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space, takes a –4 penalty on attack rolls and a 4 penalty to AC.

Developments: After 6 rounds of combat (or less if the PCs are doing particularly well), a new force enters the fray. Read the following:

In a sudden rush, fog fills the alley making it impossible to see anyone, friend or foe alike. Sounds of swords clashing, guns firing and spells crackling come through the now thinning mist and black-clad bodies fly past, striking the alley walls with wet thuds. A shout of "Barbarian Rage!" echoes through the alley accompanied by hate-filled growls. A few short shrieks more and the fight is over before you knew it had begun. Standing in the alley ahead of you are four mysterious figures, posed in triumph over the fallen ninjas. A man clad in shining armor draped with a tabard bearing the stylized butterfly of Desna, goddess of luck stands center, flanked by a woman wearing a belt of small skulls and rugged leather strips gripping a crooked staff. On his other side stand a smaller man wielding two pistols and a barbarian warrioress clad in full chain decorated with red paint (you hope) streaked across her torso. They all stare at you in slight confusion. All except the barbarian who stares off somewhere in the distance, motionless.

The armored man steps forward, pausing momentarily to kick a moaning ninja. "Terribly sorry for the interruption. You seemed to be doing quite fine, but the lives of these men belong to us. I am Sir Endipity, paladin of Desna and these are my companions: Quet, shaman of Gorum; and Flint West Steel, gunslinger of, well, pretty much everywhere."

Flint blows a lazy smoke ring and nods his head towards the fourth member of the party. "Don't fergit about her, now," he drawls. "Let's finish this here jibber-jabbin' and get movin'. Them ninjas won't hunt theyselves."

Sir Endipity perks up, seemingly noticing the barbarian for the first time. "Oh, yes. That is Steffanee the Red. I apologize. Sometimes it's like she isn't even here. Anyhoo…back to the quest at hand. Long have we hunted the minions of The Order, striking them down wherever we find them. It is by pure happenstance and the guidance of Desna that we discovered this cell while venturing back from our latest battle with their masters. Thank you kindly for distracting them for us."

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Sir Endipity and the other members of his party (except for Steffanee the Red) will chit-chat with the PCs about nothing much important. They have business elsewhere and are happy to let the main party continue on to their own quest with a knowing smile from one group of mighty adventurers to another. When they leave, Steffanee the Red moves last, following her party woodenly. A Listen check (DC 10) reveals the quiet sound of dice rattling from another realm as she leaves.

Scene 3: Get Thee to Church!

Four members of the watch arrive just in time to haul away the bodies, bowing and scraping to the Inquisitor. With an icy calm, the Inquisitor sheaths his daggers and turns to face the party.

"Hail, Champions of Whitetower. The Hierophant begs an audience."

Despite his choice of words, there is obviously little room for refusal.

Should the PCs decline to accompany him, read the following:

The Inquisitor's eyes widen with surprise that swiftly gives way to dangerous suspicion.

"Therin's blessing will be a boon on your quest. No one refuses a summons to appear before His Grace. You would not wish your faith to be considered…impure. Reconsider."

If they persist in their refusal, he gives them a long and level stare before he and his paladins depart. When he learns of their disrespect, the Hierophant immediately withdraws the divine powers of any cleric or paladin of Therin. Word swiftly spreads amongst the clergy and paladins and the party's good name suffers. **-5 Reputation points.**

If they agree to follow, read the following:

The Inquisitor insists that his paladins heal the company before heading to the cathedral.

The crowds part as the Therinites escort you to the House of Luminescence. The walls of the grand cathedral stretch to the heavens, and soft hymns trickle from within.

Upon entering the cathedral, the Inquisitor and the paladins leave to announce your arrival. Smiling acolytes filter into the room, offering a snack or a glass of wine to pass the time more pleasantly.

If the PCs accept the offer of hospitality, they are soon provided with warm bread and sharp cheese, as well as mulled ale or wine. The acolytes are happy to engage in chit-chat (though they demure if the PCs try to get them to gossip about the Inquisitor or the Hierophant) and display interest in learning about the histories of each PC.

You are not kept waiting for long, and are shown into the heart of the cathedral, where the grand Hierophant of Therin himself awaits you. He smiles beneficently as he speaks.

"Our goddess thanks you for meeting with us ere you continue your journey. "

"There are those who say that Therin has abandoned us in this dark time. Rest assured; she watches us always. We have been made aware of your prowess through reputation and direct testimony from our Inquisitor, and have every confidence in your skills."

"Nevertheless, we shall provide two of our most powerful healing draughts to ensure your safety."

He presents the PCs with two potions of *Heal* (each of which heals 110 damage when quaffed).

"In exchange we beg only a simple favor: leave none of Kemnon's vile undead or summoned demons behind once you complete your quest."

"Go forth, and may you never stray from the paths of goodness and law."

You bow respectfully to the Hierophant and depart. As you make your way to the exit, you hear a soft voice calling to you. "Psst! Hey, over here!" You look around and spot a paladin waving to you from a dim hallway. He's a large, muscular man, and his neatly-trimmed goatee shows just a hint of gray. A keen-looking white raven hops restlessly across his shoulders. He motions for you to join him.

If the party refuses, he scowls as he watches them go, shouting "Sod off! Who needs you, anyway!".

If they agree, he glances around nervously and grabs the party's spokesperson by the arm, pulling him into the hallway.

Read the following:

"I am Sir Winston Dalthur, and this is my familiar, Rudz. We—"

The raven waves a wing in the paladin's face. "Cram it, Winnie!" he says. "I've got it from here." Rudz hops down from the man's shoulder and perches on a window sill. "So here's the deal—the boss man's got us protecting the folks along the road to Whitetower. It's your typical pilgrim and refugee crowd. Worst we usually have to deal with is roughing up the drunks or breaking up a fight over a loaf of bread. It's a pretty sweet assignment, and it beats the sod out of questing for relics and battling goblins like the rest of those poor dopes out there. Except lately, some huge, rut-off beastie's started making trouble; snatching up folks and devouring 'em whole and whatnot. Our years of easy living have left my man here a little ill-equipped for taking on monsters, but we've managed to put a little something away for retirement. I figure, you help us out with our little monster problem, and I can make it worth your while."

The raven flaps back up to Sir Winston's shoulder. "Now Winnie's gotta

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stick around the temple to guard the guy with the big hat, but I've got nothing but time on my wings. I'll tag along and help you take the thing down. Or maybe I'll watch you fight it from someplace high and hope for the best—we'll play it by ear. Best case for you, I follow you all the way to the base of the mountains and we come up empty."

"Can't really tell you what you're in for. Reports of the creature are hazy at best, but at least one guy saw it gobble up a horse in two bites, so it ain't small. Those half-wits in the Watch wouldn't stand a chance, but I've got a good feeling about you folks."

Rudz pecks impatiently at Sir Winston's ear. "Hey, big guy! Cough up the coin!" Sir Winston fumbles a sack of coins from his pocket and counts them into his palm. "I think ten platinum should cover it. I mean, this ain't exactly an army of ogres; we're talking about one monster!"

Should they refuse, read the following:

The raven ruffles his feathers. "Okay, okay!" he caws. "You twisted my wing! Twenty platinum, but that's as high as I go."

Should they refuse again, read the following:

"Alright, I get it. Holy quest and all that! Big heroes don't have time to help out the little guys! That's fine. I'll make sure the citizens understand that you're sorry about them being swallowed whole and all, but you just don't have time for their one, little monster." Rudz smacks the paladin in the back of the head with his wing. "Come on, Winnie! Let's go find some REAL adventurers!"

If the PCs accept the job, read the following:

Rudz leaps from the paladin's side and flaps his way over to perch on the shoulder of (whichever PC seems most taken with him, or failing that one with the highest charisma).

"Haha! I knew I could count on you fellas. Had you pegged for heroes the minute I laid eyes on you! Hey, Winnie! Take care of the place while I'm gone. And Therin help you if I find out you've been dipping into our nest egg!"

Rudz is a chatty and lecherous bird if anyone cares to engage him in conversation. He's a greedy, lazy, braggart, and he's willing to bend the rules to suit his purposes, but he can generally be considered trustworthy. He'll talk about anything, but particularly enjoys telling tales of the seedier side of Whitetower, pitching get-rich-quick schemes, and awkwardly hitting on PCs. **+1 Reputation**

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Scene 4: All Along the Whitetower

The City of Whitetower (typically a LG small city; population 9.600, currently a LG large city with population 11,000+ due to refugees) is feeling very cramped these days, her streets crowded with peasants from the outlying settlements.

As the PCs move through Whitetower, they may use Diplomacy or Knowledge (local) to gather the following information:

- (DC 5) Red is very in at court this year.
- (DC 10) The goblin tribes and beasts of the wilderness have been acting up much more than usual lately. [This is due in equal parts to the necromantic miasma that has subtly begun to permeate the land, and the increased activity of the refugees themselves creating a prey-rich environment for the things that lurk in the wilds.]
- (DC 15) Nobody has heard anything from Westhaven in over a week, and it's feared that the town has fallen into darkness.
- (DC 20) The Eventide Mountains to the West have a series of ancient tunnels dug throughout. Legend has it that dwarves lived there long ago, but were driven out by some grim horror that coveted their wealth. Ever since, the vast place has been a home to ogres and worse.

At long last the outer gate stands open before you, crowded with the still-steady stream of common folk. A jolly voice can be heard over the hustle and bustle of the crowd.

"Corn! Celery! Oranges! Fresh bread! Onions!"

A moment later you spot a spry farmer juggling a pair of onions and standing before a cart laden with all the shouted goods and more. He brandishes a head of cabbage in your direction as you approach.

"Cabbages? The finest cabbages in the land!"

If the party continues without stopping, his show and sell produce-duction keeps on without a hitch. If they stop to speak with him, he is only too happy to chew the fat.

How long have you been in town?

"Oh, scarcely a day mi(lady/lord). There are goblins in the mountains, you know!"

What have you seen on the road?

"When the guards were leading us out of Easthaven, we're sure that we saw little green heads peeking at us from behind the trees. Those nasty little buggers will probably try their hand on you or anyone else who ventures too near!"

Have you heard of Mort Kemnon?

He gives a shocked choke as you speak the dreaded necromancer's name, and seems to balk at the idea of discussing him.

Anyone left in Easthaven?

"There may be a few poor souls that didn't make it out with the rest of us, but it's hard to say. To think what those dratted goblins would do to such good neighbors…"

Really though; have you heard of Mort Kemnon?

He sighs and leans in a bit nearer.

"Well, it may be nothing, but I've heard that things are not right in the West. My younger brother is a member of the Easthaven guard, and on their last patrol up to the Bitternip Bridge, he swears that they saw a pair of wyverns fly overhead. Oh but they were in terrible condition! Holes in their tummies and missing flesh all around. I think that they must be the doing of the necromancer."

After answering the party's questions, read the following:

The farmer coyly clears his throat and pats the handle of his cart.

"Perhaps if my lords and ladies found my conversation at all useful, they'd be interested in buying some fresh supplies for their journey? I promise that they're finer than anything you might already have!"

All of the produce in the cart appears very fresh and generously sized, priced at two copper pieces per item. The bread is 3 copper pieces, and appears to have bits of fruit baked into its crumbly crust.

If the party does not take the hint, read the following:

The farmer does his best to hide his disappointment, but nevertheless wishes the party well before resuming his show.

If the party catches a clue, read the following **(+1 Reputation points)**:

He happily sells you the items you need. "I cannot wait to tell my friends that I met the true heroes of Whitetower!" .

If they accept and tip him generously (at least 5 gold pieces), read the following **(+2 Reputation points)**:

He exclaims "My (lord/lady)!" and clasps the character's hand in gratitude. The naturally-gifted storyteller gushes his thanks. "All will know of the generosity of the heroes of Whitetower!"

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Act 2 — Those Mountains Look Quest-Worthy!

Scene 1: Adventure (Hooks)!

After a few miles, the road winds up into some forested foothills before the base of the mountain.

Feeding Frenzy (A):

The ground along the path is churned up and half of a wagon has been tossed nearly fifty feet off the road. What is left of the wagon is being diligently gnawed upon by what appears to be some kind of enormous rock with a mouth half the size of its body. It peeks over its massive shoulder as you approach, spits a hunk of wood out and turns to squarely face you!

A pair of bulettes have been farming the road for delicious peasants. The female was just snacking on a wagon while the male was napping underground beside a large stone near the road.

The first bulette charges headlong into the middle of the party, making use of its Leap attack to do as much damage as possible at the first opportunity. The other erupts from beneath the ground trying to pen the party in, attacking with surprise on the second round. As is typical of bulettes, they fight to the death with no thought of retreat.

If Rudz is with the party, he darts up to a high branch of a tree as soon as they spot the first bulette. From this vantage point he spots the second beast before it reaches the party, and squawks in fear before it enters the battle, alerting the adventurers. Should this occur, the second bulette does not gain the benefit of surprise. When the fight ends the bird bobs his head and promises to let people know all about how the party helped him defeat the terrible creatures. **Reputation: +3 points (Only if Rudz is with the party)**

Bulette — CR 7

XP 3,200

hp 84 *(see Pathfinder® Roleplaying Game: Bestiary™)*

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At the Signpost (B):

You strike out for the mountains. The road winds higher through the foothills, and after a day you have reached the beginning of the pass. At the edge of a thick forest, a sign catches your eye.

Easthaven Village—North
Mudhollow—West
Westhaven Village—Wester
Bewair Thu Gobluns!!!

A few miles out you come across a terrible scene: a tearful woman and her two young sons crouch on the far side of a wagon while seven goblins advance from the tree line. A fourth figure lays across the ground, his head resting in his son's lap. Two arrows sprout from his chest. The other boy tries to steady a panicking mule. The mule has an arrow in its flank and pulls at its reins. The mother frantically reloads a light crossbow keeping the goblins at range for now, but four of the creatures advance on the family, trusting their shields.

The goblins hoped for an easy target with the wagon and flee towards the forest once the PCs become involved in the fight. They put up a token resistance but run when the first of their number is killed.

After the goblins escape or are killed, read the following:

The woman drops her crossbow and gathers the two crying lads in her arms. Her face shines with gratitude through tear-streaked cheeks. "A million times thank you, champions. We were nearly all lost…"

What is your name?
"Forgive me…I'm Stelna. Stelna Miller. The lads are Derm and Maven, and…and their father was named Malcolm. " Her composure is obviously hanging on by the barest thread, gaze not quite able to move over her husband's corpse.

Why are you out here alone?
"I've been ill, masters. My poor husband…he wouldn't let me travel until I was well. We were the last to leave Easthaven" She still looks rather peaked; hair matted with sweat and hands trembling.

Is your mule alright?
"Jenny seems like she'll make it if we don't take our wagon along. Perhaps leaving it where it sits will keep any other goblins at bay. She'll be able to manage bringing Mal back to the city, at least…" Her hand moves over her mouth to stifle a sob.

Will you be okay?
"We have our lives, thanks to you. That is all that matters."
If the party heals the mule, read the following:

"Oh, Jenny is whole again! We needn't leave our savings behind after all." She manages a wan smile. "We thank you."

If the party uses Remove Disease (or similar effects) to improve Stelna's health, read the following:

"I feel a great deal more hale already. If ever there was a time I needed my health it's now. Thank you!"

If the party raises the father, read the following:

Stelna and her boys burst into joyous tears as they embrace Malcolm, who sits up with a puzzled but relieved expression on his face. "By Therin," he exclaims, "I was stone dead, but now I live! Thank you, friends! You'll always have a home with us. A thousand times thank you!"

Reputation points: +1 for rescuing the family and sending them on their way. If they heal the mule, increase by +1. If they use *Remove Disease* (or similar effects) to improve the mother's health, increase by +1. If they go so far as to use the Staff of Resurrection (or similar effects) on the father, increase by +2 for a total possible gain of 5.

Scene 2: How Do You Worship a God of the Moon? (C)

After a few hours march, you come to a clearing in the pass. In the middle of the pass itself stands a twisted goblin totem. Boldly erected in the middle of the path, the brazenness suggests the goblins are feeling a bit cockier than usual.

This is a religious icon honoring a pagan goblinoid god of the moon. The goblin clan who established it take a dim view of any who show it disrespect. Fourteen goblin warriors and six archers lurk in the tall grass along with their Queen, for any foolish enough to desecrate their holy ground or anyone else who happens along that they can stab. Goblins are not known for being picky.

If the party offers a worthy sacrifice, read the following:

The wind carries the sound of smug chuckling, as though someone nearby was pleased by your obsequious act.

The goblins allow the party to pass through the clearing unmolested, though they expect a similar sacrifice should the party return this way.

If the party attempts to go around through the tall grass, read the following:

Snarling voices erupt all at once as small green bodies appear from within the foliage to attack!

The goblins attack the party, but enjoy a +2 bonus to AC due to the tall grass and their smaller size. The goblins do not bother surrounding the party but instead fight toe-to-toe.

If the party crosses the clearing without paying tribute or should they desecrate the totem, read the following:

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A volley of arrows suddenly arcs from a small hillock to the North, and a female goblin wearing a crown stands to shriek before blowing on a horn. Menacing green faces appear like evil sprouts throughout the grass surrounding the clearing—an ambush!

Desecration of the totem results in the goblins enjoying a +1 morale bonus to attack and damage rolls for the remainder of the encounter.

Emboldened by the presence of the totem, the goblins fight to the death.

Archer Goblin — CR 2

XP 600

Goblin rogue 3

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception –1

Defense

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 size)

hp 16 (3d8)

Fort +2 Ref +6, Will –1

Offense

Speed 30 ft.

Melee short sword +3 (1d4/19–20)

Ranged Mwk Composite (+1) short bow +6 (1d4+1/×3)

Statistics

Str 12, **Dex** 16, **Con** 10, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +2; **CMB** +0; **CMD** 12

Feats Weapon Focus: Shortbow, Point Blank Shot

Skills Ride +4, Stealth +8, Swim +4; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Warrior Goblin — CR 2

XP 600

Goblin fighter 3

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception –1

Defense

AC 20, touch 13, flat-footed 14 (+6 armor, +2 Dex, +1 shield, +1 size)

hp 20 (3d10)

Fort +5, Ref +3, Will –1

Offense

Speed 30 ft.

Melee Flail +6 (1d6+2, x2)

Statistics

Str 15, **Dex** 14, **Con** 11, **Int** 13, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +5 [+7 for tripping]; **CMD** 17 [19 vs tripping]

Feats Weapon Focus: Flail, Combat Expertise, Improved Trip

Skills Jump +3, Ride -1, Stealth +6, Swim -2; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin

Goblin Queen — CR 7

XP 3,200

Goblin adept 8

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception 3

Defense

AC 18, touch 13, flat-footed 15

hp 53

Fort +4, **Ref** +7, **Will** +11

Offense

Speed 30 ft.

Melee *+1 Club*: +5, 1d6+1

Statistics

Str 10, **Dex** 16, **Con** 14, **Int** 11, **Wis** 17, **Cha** 11

Base Atk +4; **CMB** +4; **CMD** 17

Feats Improved Initiative, Lightning Reflexes, Iron Will ,Toughness

Skills Heal 11, Knowledge (Religion) 8, Spellcraft 8

Special Abilities

Spells Known

3 (DC 16)—*Bestow Curse, Lightning Bolt*

2 (DC 15)—*Cure Moderate Wounds, Scorching Ray x2*

1 (DC 14)—*Burning hands, Cure light wounds x2, Command*

0 (DC 13)—*Create water, mending, read magic*

Gear

+1 magic club/divine focus, bracers of armor +2, ring of protection +1, Silver crown (worth 250 gp)

Scene 3: Take Me to the Bridge! (D)

Leaving the goblin's hideous shrine behind, you press on to the mountains. At long last you find yourselves standing before a ravine. The Bitternip River rushes south over a rocky and shallow riverbed over one hundred feet below. Two unused wooden pillars at the edge of the cliff and their plainly visible mates across the gorge mark the past existence of a footbridge. The remains of this ancient span lie broken below, scattered across each of the twenty-foot wide shorelines as though something deliberately destroyed the bridge, making crossing the ravine impossible.

There are no clear ways around the ravine. Any assumptions based on the map reveal a delay of at least two days. The walls of the cliff are jagged, but climbable. A series of 4 DC 15 Climb checks get anyone safely to the bottom. The difficulty is reduced to DC 5 if a rope is tied to one of the wooden pillars. The Bitternip itself is a fast-moving but fordable river. A series of 4 DC 15 Swim checks get anyone across safely. Stretching a rope from bank to bank reduces this to DC 5. Again, any attempt at finding a way across by going up or down river takes an additional two days travel.

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Scene 4: This is an Ambush, Not a Trap!

As soon as the first PC climbs out of the water on the far bank, read the following:

Suddenly, a section of cliff wall slides aside to reveal a passage into the mountain itself – a likely place for evil to fester! Through the massive opening rush five misshapen ogres, battle cries echoing off the walls of the ravine. The blood-curdling cries are answered from above and two large stones come bounding down the cliff wall.

A sixth ogre lurks just within the doorway and will cowardly try to seal the entrance when the third of the five attackers falls. It takes the ogre three rounds to push the heavy door shut. If the ogre succeeds in closing the door he escapes into the mines. The two ogres above aim rocks at any who try to scale the cliff wall. If the entrance is sealed, the party may find it again with a DC 10 Perception check. A DC 20 Perception check finds dwarven runes carved into the rock, cleverly hidden among the cracks and crags. Opening the door requires casting of "Open/Close," a DC 25 Use Magic Device check to activate the dwarven runes (only if found) or a DC 30 Strength check.

OGRE – CR 3

XP 800

CE Large humanoid (giant)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

Space 10 ft.; Reach 10 ft.

STATISTICS

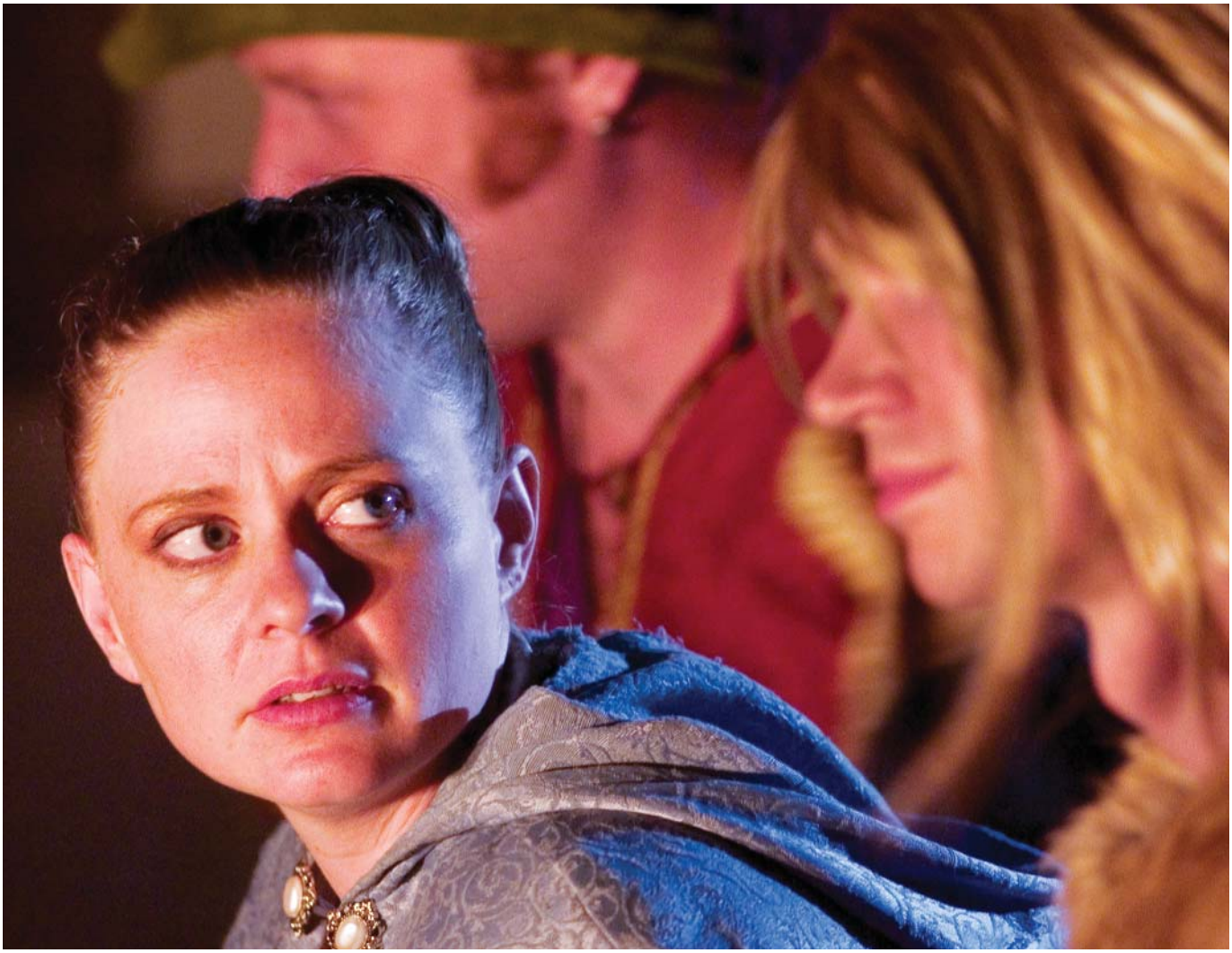
Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant



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Act 3 — Into the Mines...

Upon entering the secret passage it becomes strikingly obvious that you have stumbled on an unknown–to the humans of Whitetower, anyway–dwarven mine. While most likely not the lair of Mort Kemnon it does appear to be an efficient way up and through the mountains. A hallway leads into the darkness ahead.

Area 1

This large chamber is unworked and cavernous, the ceiling stretching easily fifty feet above and the walls several dozen feet apart. It narrows about fifty feet from the entryway, stretching off into oppressive blackness

As soon as the first of the PCs clears the threshold of the entrance, a trio of ogres charge.

If one of the ogres falls, or two are brought to 50% of their max HP, they use a withdraw action to retreat down the corridor into Area 2.

Area 1A

Thick stone pillars and metal girders reinforce the ceiling in this part of the cave. The wear eaten into the rock betrays its age, yet it appears sturdy enough to last another thousand years. A thick, iron plate, etched with dwarven runes, dangles between two girders on heavy chains.

The runes read "Bitternip Mining; a subsidiary of Orehammer Amalgamated Gemstones, LLC. Hard hats required beyond this point."

A Knowledge [Engineering or History] DC 15 reveals that the absence of wood bracing is indicative of dwarven architecture. The entire ceiling of the cavern, however, has been recently turned into a massive trap with boulders precariously hanging high above. A DC 20 Perception check spots the rocks hanging fifty feet above the party's heads. The trap is triggered when a PC steps into the 10'x10' square at the center of the room. The 100' area is an enormous X to mark the spot. The X is impossible to see without careful examination (DC 20 Perception check). The grem (see Area 10 for more information on the grem) spent a long time setting up this trap. If the party avoids the trigger section, the grem activates the trap itself just to watch the rocks fall to the floor. It does not appear to the party.

Falling Stones Trap — CR 9

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

Trigger touch; **Reset** none

Effect 1d4 boulders per target. Atk +20 ranged (6d6); multiple targets (all targets in a 50 ft by 40 ft area)

If the trap is triggered, Area 1A becomes Difficult Terrain.

Area 2

Even larger than the previous chamber, this room extends along an uphill slope to the south, and terminates at a wide and crumbling stairwell to the north.

The southern end of the chamber slopes upward gradually until it meets with the roof, some forty feet high. From the top of this hill stand two ogres, along with a broken minecart laden with javelins. Any ogres that survived Area 1 moves up the hill to reinforce the snipers, and join their fellows in raining javelins down on the PCs. The ogres here fight to the death.

Area 3

The massive stairway brings you to a landing dominated by the empty chamber ahead and to your right. To the left, a long tunnel appears remarkably shaped by hand just past a natural fork. The air here has a foul and fetid stench.

A quartet of ogres with makeshift tower shields charge the PCs as soon as they make their way past the fork. The ogres attempt to Bull Rush the PCs down the grimy slide [Area 3a] into Area 4.

Area 3a

The stone is very slick beneath your feet, worn smooth by erosion over many years, and coated in a thick and viscous slime.

If a character is Bull Rushed into Area 3a, they must make a DC 30 Acrobatics check to keep from sliding all the way to the bottom into Area 4. Walking downhill or uphill while adjacent to a wall requires a DC 20 Acrobatics check to keep from losing balance and sliding down; avoiding the walls increases the check to 30.

Area 3b

The tunnel turns drastically to the left, becoming a proper hallway. A pair of heavy stone doors stand shut at the end of the passage.

If the PCs search the hallway, they find what appears to be a secret passage that slides down if two or more people stand in the indicated (trap) squares. The lever-like hinge takes 5 rounds to descend to the point of triggering the trap (all the while exposing what appears to be a secret message in Dwarven runes), -1 round for each character standing in the area.

Seesaw Gravel Trap — CR 10

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Trigger touch; **Reset** none

Effect 8d6 Crushing damage (DC 20 Reflex for half), and the targets are buried.

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Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who are not buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills the area weighs 2 tons (4,000 pounds). Armed with a shovel, a digger can clear loose stone twice as quickly. A buried character can attempt to free himself with a DC 25 Strength check.

Area 4

The bottom of the slick incline is waist-deep with a dark and foul smelling sludge. You realize, to your horror, that you have fallen into a small pond of ogre feces.

Every living creature without the Stench ability that enters area 4 must succeed on a DC 25 Fortitude save to avoid becoming sickened. This save may be attempted each round. If somebody has fallen while in Area 3a, they enter Area 4 head-first, and are submerged in the fecal pond. Standing up requires a full round action, and they are nauseated for 1d3 rounds unless they succeed on a DC 37 Fortitude save, and must still save against becoming Sickened as normal.

An omox named Feculula has made its home in the bottom of the pit for many years.Smaller and weaker than most of his kin, he's keen to avoid doing anything that would draw the attention of greater demons. He remains mostly content to stay hidden away down in his hole, though whenever a living creature should blunder into his foul cistern, he falls upon them gleefully.

FECULULA — CR 11

XP 12,800

Male Demon, Omox

CE Small Outsider (Aquatic, Chaotic, Demon, Evil, Extraplanar)

Init +13; **Senses** Darkvision (120 feet); Perception +28

DEFENSE

AC 25, touch 21, flat-footed 15 (+9 Dex, +1 size, +4 natural, +1 dodge)

hp 116 (13d10+65)

Fort +13, **Ref** +15, **Will** +12

Defensive Abilities DR 5/good; Immune acid, critical hits, disease, electricity, paralysis, poison, polymorph, precision damage, sleep, stunning; Resist acid 10, cold 10, fire 10; SR 21

OFFENSE

Speed 40 ft., Climbing (20 feet), Swimming (80 feet)

Melee Slam x2 (Demon, Omox) +20 x2 (1d4+6/20/x2) and

Special Attacks Grab, Slams and Slime +3d6 acid, Slime (DC 21), Smothering

Spell-Like Abilities Acid Fog (1/day); Control Water (3/day); Create Water (At will); Gaseous Form (3/day); Liquid Leap; Poison (3/day); Stinking Cloud (3/day); Summon (level 4, 1 omox 30% or 1d4 babaus 60%); Telekinesis (At will); Teleport, Greater (self plus 50 lbs. of objects on person)

STATISTICS

Str 22, **Dex** 29, **Con** 20, **Int** 15, **Wis** 19, **Cha** 21

Base Atk +13; **CMB** +18 (+22 Grappling); **CMD** 38 (can't be Tripped)

Feats Combat Reflexes (10 AoO/round), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Vital Strike

Skills Acrobatics +25, Climb +30, Escape Artist +25, Fly +11, Knowledge (Dungeoneering) +18, Knowledge (Planes) +18, Perception +28, Sense Motive +20, Stealth +29, Swim +30 Modifiers +10 Stealth when submerged, Acrobatics (Jump) +3

Languages Abyssal, Celestial, Draconic; Telepathy (100 feet)

SQ Amorphous (Ex), Amphibious (Ex), Compression (Ex)

TREASURE

If the PCs care to root around in the sludge, they might be lucky enough to uncover a Ring of Delayed Doom (DC 30 perception check).

Area 5

This room is dismal and silent, its gray walls covered with grime from ages of neglect. A stairway stretches upward to the north, and a pair of double doors nestle in the upper corner of the room. To the west, a softly glowing forge sits half-buried in rubble. A pair of ghostly dwarven miners float at the bottom of the steps, hunched over their spectral lunchboxes and talking quietly to each other.

If the PCs approach the ghosts to speak with them, read the following.

A gust of frigid wind blows past your party and another spirit materializes near the stairs. "Oi!" he shouts at the seated dwarves. "Get off yer rumps ya lazy sacks of shale! Tis long past mealtime and there's digging to be done!"

The miners squint up at the shade of their former foreman. "Sod off, ya lousy oremonger!" growls the dwarf on the left. "We've yet to be paid for the work we've done, and we'll not be moving til there's coin in our purse! The mines stay shut down!"

The foreman scowls. "I'll not be spoken to like that by the likes of you pebble pickers! Yer both fired!"

"You'll not be firing anyone today," the dwarf says with a smile. "We're union—Rockbreaker's Local 412—and until we see a paycheck, the lads and I are on strike!"

"Shtrk!" agrees his companion around a mouthful of mutton.

The foreman snorts angrily and disappears in a blast of freezing wind. The miners lean back against the stairs to finish their meal, and soon fade away, leaving only a faint stain of ectoplasm behind.

If the PCs choose to attack the ghosts, read the following:

The dwarves set down their lunches and rise into the air as you approach. "Well, well," says the dwarf on the left, "what do we have here? Looks like

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management's bringin' in a bunch of lousy scabs to do our jobs. I think we should send 'em a message, don't you?"

His companion slaps a meaty fist into an open palm. "Aye," he says, "let's bore 'em a new coal hole!"

If the ghosts are left alone they vanish as the PCs approach the stairs and do not interact with the party in any way. See Area 11 for details on the Ghost Miners.

Anyone who cares to look inside the forge sees through to the other side to Area 6. A soft orange glow comes from beneath the metal grate that composes the forge's "floor." The glow dances tantalizingly across the surface of a ruby-encrusted golden sword, seen on the other side!

Burning Forge Trap – CR 10

Type magical; **Perception** DC 25; **Disable Device** DC 25

Trigger touch; **Reset** automatic after 1 hour

Effect As soon as a target crawls into the space between the two entrances to the forge, a miniature portcullis slams up and shut on either side, sealing them in. A DC 28 strength check can re-open the portcullis, but the heated bars do 1d6 fire damage to anyone who attempts it. Lava bubbles up between the grate to fill the bottom half (about a foot deep) of the forge. Characters trapped in the lava take 8d6 fire damage a round for 5 rounds, after which the lava recedes and the doors slide open once more.

A DC 20 Reflex save followed by a DC 20 Acrobatics check allows the target to roll through to escape unscathed. If they succeed on the Reflex save but not the Acrobatics check, the sharp spikes of the portcullis stab them (3d6 damage) and hold them in place as the trap activates, burning their legs with partial exposure to lava for 2d6 damage a round for 5 rounds, when the trap self-deactivates. Forcing the portcullis open to release a character before the duration expires requires a DC 26 Strength check.

Area 6

This rectangular area is lit by the soft glow of the forge to the south. Hunks of rock decorate the floor around the forge, and have utterly sealed off a former entry from the north. Standing just beyond the edge of the forge upright in a floor sconce is a fantastically ornate longsword, its naked blade flashing precious mithral and platinum, and its hilt encrusted with fabulous rubies the size of a man's thumbnail.

This is the Sword of Ogre Decapitation. Refer to the appendix on Magical Items for details.

Area 7

A grand and cavernous hall looms high into the ceiling. Along the southern portion of the room a metal and stone-worked mining track stretches east to west, forking downhill to the south. The line terminates abruptly to the west and south into a collapsed hill of stone and to the east at a large iron door. A set of fine double doors stand at the north end of the room and in the north-western corner a stairway winds upward.

The two ogres waiting here work together to heave a mining cart full of heavy stones down the stairs at the PCs (large projectile, +9 to hit, 30 foot range. 6d8 bludgeoning damage to target, +3d6 to all adjacent. Ref DC 20 for 1/2 damage).

There is another cart parked halfway between the tunnel to Area 6 and the junction leading to Area 11/Area 17. A huge barrel, filled with 250 doses of black powder, sits in this cart. A twenty-five foot long fuse extends from the barrel. When lit, it takes the fuse five rounds to reach the barrel. On round six after being lit, the barrel explodes for 15d6 points of fire damage in a 40 foot radius (Reflex DC 15 for 1/2).

If the barrel is detonated while adjacent to one of the piles of rubble it has a 50% chance of clearing the path. A DC 10 Knowledge [Engineering] check allows a character to discover several key points in the rubble where the explosion could do the most damage, increasing the chances of success. With five minutes effort, the PC can clear her chosen pile of rubble completely. The southern passage opens to Area 6 avoiding the Forge Trap. The western path allows further travel north – avoiding the staircase – or southwest, deeper into the mountain.

Area 8

This smaller chamber appears to be an administrative area of the mine. An imposing stone chair, lined with now rotting silk cushions, sits with its back to the western wall. The eastern corner is taken up by a small cell furnished with a wooden cot and refuse bucket. A beautiful woman crouches in the corner of the cell. Three massive ogres, one male and two female, stand around the cage forming a living wall between you and the helpless maiden.

The Papa and two Mamas of the ogre clan guard the cage with their lives. The maiden within is Syreen, a green hag in disguise. She leads the ogre clan, having trained the two Mamas as witches in her own coven. Word reached Syreen that powerful adventurers were on their way through the mountains. A quick cast of Vision confirmed the rumors and set her mind to a plan. She convinced the ogres to act as her captors, creating a "trap" for the heroes. In actuality, Syreen knows the ogres cannot win the fight. If they somehow do, her "trap" was a success. If the should fall in battle, however, her plan is 1) get rescued by the party, 2) bat her eyes at the male PC with the highest charisma and 3) attempt to pull him aside for a tryst. While doing busy trysting she transforms and attempt to devour her prey before running to the hills. Syreen has seen the ghosts of the dwarven miners but has never approached them. She finds ghosts icky. She has no information useful to that quest.

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MA OGRE — CR 5

XP 1,600

Female Ogre Witch 3

CE Large Humanoid (Giant)

Init -1; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +10

DEFENSE

AC 13, touch 8, flat-footed 13 (-1 Dex, -1 size, +5 natural)

hp 44 (4d8+3d6+14)

Fort +6, **Ref** +1, **Will** +6

OFFENSE

Speed 40 ft.

Melee +1 Spear +8 (2d6+7/20/x3) and Unarmed Strike +7 (1d4+4/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Evil Eye (DC 12), Misfortune (DC 12)

STATISTICS

Str 19, **Dex** 8, **Con** 13, **Int** 13, **Wis** 10, **Cha** 9

Base Atk +4; **CMB** +9; **CMD** 18

Feats Extra Hex, Extra Hex, Iron Will, Toughness +7

Skills Climb +9, Fly -3, Heal +8, Intimidate +5, Perception +10, Stealth -5, Survival +10

Languages Common, Giant

SQ Arcane Familiar Nearby, Cackle, Coven (Ex), Deliver Touch Spells Through Familiar (Su), Empathic Link with Familiar (Su), Share Spells with Familiar

Combat Gear *+1 Spear*

SPECIAL ABILITIES

Witch Spells Known (CL 3, 7 melee touch, 2 ranged touch):

2 (1/day, DC 13)—*blindness/deafness*

1 (3/day, DC 12)—*cure light wounds x2*, *enlarge person*

0 (at will)—*stabilize, message, dancing lights, detect magic*

PA OGRE — CR 6

XP 2,400

Male Ogre Antipaladin 4

CE Large Humanoid (Giant)

Init -1; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +5

DEFENSE

AC 22, touch 8, flat-footed 22 (+9 armor, -1 Dex, -1 size, +5 natural)

hp 66 (4d10+4d8+24)

Fort +11, **Ref** +2, **Will** +8

Defensive Abilities Immune disease

OFFENSE

Speed 30 ft.

Melee +1 Vicious Mithral Greatsword +14/+9 (3d6+10/19-20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Smite Good (2/day)

Spell-Like Abilities Detect Good (At will)

Antipaladin Spells Known (CL 1, 12 melee touch, 5 ranged touch):

1 (1/day, DC 12)—*doom*

STATISTICS

Str 23, **Dex** 8, **Con** 15, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +14; **CMD** 23

Feats Iron Will, Power Attack -2/+4, Toughness +8, Weapon Focus: Greatsword

Skills Acrobatics -6, Escape Artist -6, Fly -8, Intimidate +8, Perception +5, Ride -6, Stealth -10, Swim +1

Languages Giant

SQ Antipaladin Channel Negative Energy 2d6 (1/day) (DC 13) (Su), Aura of Cowardice (Su), Aura of Evil (Ex), Channel Negative Energy (Su), Cruelty: Shaken (4r) (DC 13) (Su), Touch of Corruption (2d6) (3/day) (Su), Unholy Resilience (Su)

Combat Gear *+1 Vicious Mithral Greatsword, +2 Dastard Banded Mail*

SYREEN — CR 5

XP 1,600

Green Hag

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 58 (9d10+9)

Fort +6, **Ref** +7, **Will** +7

SR 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Spell-Like Abilities (CL 9th) Constant—*pass without trace, tongues, water breathing*; At will—*alter self, dancing lights, ghost sound* (DC 12), *invisibility, pyrotechnics* (DC 14), *tree shape, whispering wind*

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18

Languages Aklo, Common, Giant

SQ mimicry

SPECIAL ABILITIES

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

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Area 9

A large stairway stretches deep into the darkness, curving gradually all the way, way up.

These stairs climb steeply up over about 100 feet, with an iron torch sconce every 20.

Area 10

The thick ironwood door creaks open showing its great age. Despite its many dormant years and the garbage strewn about, the room gives a feeling of warmth and comfort. A large metal-topped table stands in the center of the room, its surface the only tidy spot in the room. The floor is ankle-deep in pieces of broken furniture, discarded bones, and various and sundry other bits of garbage. A large, double-doored pantry stands at the far end of the room, left ajar with more trash piled around.

The table is a Dwarven Hibachi used by the former occupants of the mine. Along the edge, Dwarven lettering (DC 30 Linguistics check due to age and rough treatment) explains the activation commands. If one hand is placed along the rim and the Dwarven word for "heat" is spoken, the surface heats as per the Heat Metal spell. The surface stays at Searing temperature until the second command word (the Dwarven word for "cold") is spoken in the same manner. This causes the first spell to discharge normally (Hot the next round and Warm after). The twelve-inch rim around the table is chipped but fine marble that remains cool to the touch regardless of the griddle temperature. The griddle can be tricked into activation with a DC 20 Use Magic Device check. The surface is clear of debris but is covered in the sweat and grime of the many ogres who napped comfortably here.

The pantry is magical as well, but does not function while filled with trash. The doors will not close until the trash is clear but the Dwarven runes meaning "meat" run down the left door and "bread" down the right stand clear as the day they were forged. When the pantry is cleared and the doors shut, each word fills the pantry with the appropriate foodstuffs.

If the party attempts to make the pantry function, the grem that haunts the mine appears. The grem stays out of the party's way but attempts to keep its Unluck Aura on the party while they stay in the mine. The grem will not, under any circumstances, enter the lair of Scorsdislag (the dragon's Blindsight would likely prove fatal) nor willingly leave the mine. If they rouse the grem, read the following:

This small green creature has large ears that fan out and tilt slightly back. It grins toothily and blinks its crimson, snake-slitted eyes before vanishing from sight.

Grem — CR 10

NE Tiny Fey

Init +8; **Senses** Darkvision (120 feet), Low-Light Vision; Perception +19

Aura Unluck Aura

Defense

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 35 (10d6)

Fort +3, **Ref** +11, **Will** +9

DR 5/cold iron; **SR** 15

Offense

Speed 30 ft.

Melee Unarmed Strike +11 (1/20/x2)

Space 2.5 ft.; Reach 0 ft.

Spell-Like Abilities At Will—*prestidigitation, invisibility*; 1/hour—*heat metal, rusting grasp, shocking grasp, snare*; 1/day—*dimension door* [self plus 5 lbs], *shatter*

Statistics

Str 10, **Dex** 18, **Con** 10, **Int** 15, **Wis** 15, **Cha** 16

Base Atk +5; **CMB** +14; **CMD** 14

Feats Agile Maneuvers, Deep Sight, Improved Initiative, Skill Focus: Craft (Traps), Skill Focus: Disable Device, Toughness +10, Weapon Finesse

Skills Acrobatics +16, Bluff +12, Climb +14, Craft (Traps) +23, Disable Device +22, Escape Artist +16, Fly +8, Perception +19, Stealth +29, Survival +7; Modifiers +4 Craft Traps, +4 Disable Device, +4 Intimidate, +4 Perception

Languages Goblin, Abyssal, Fey, Dwarven

Special Abilities

Agile Maneuvers Use DEX instead of STR for CMB

Damage Reduction (5/cold iron), **Darkvision** (120 feet), **Low-Light Vision, Spell Resistance** (15)

Speedy Sabotage (Su) Grems are adept at disassembling machinery, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, these gremlins treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

Tinker (Su) A grem that works over the course of half an hour can create an effect identical to bestow curse on any living creature. This effect functions at CL 10th, and the target creature must be either willing or helpless (but still gets a saving throw to resist). The save is DC 14 + the grem's Charisma modifier. Alternatively, the grem can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A grem can tinker only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like remove curse. All grem tinkerings function as a curse created by a 10th-level caster.

Unluck Aura (Su) A grem radiates an aura of unluck to a radius of 40 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results.

Vulnerable to Sunlight (Ex) A grem takes 1 point of Constitution damage after every hour it is exposed to sunlight.

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Area 11

Stone and metal-work tracks stretch off into seemingly infinite darkness. The trail slants moderately uphill.

Never meant for heavy foot traffic, the cart track has narrow, five-foot walkways on either side. A majority of travel came by way of a special set of double-long trolley carts fitted with benches and stein holders. The last and most intact of these lies far below in Area 16.

It is possible that the PCs will confront a threat while traveling through the tunnels. Every in-game hour, roll on the following random encounter table.

entry level	upper level	bottom level
1-5: no encounter	1-5: no encounter	1-4: no encounter
6-7: 2d4 ogres	6-9: ogres	5-7: 2d4 dwarf ghosts
8-9: 1d4 dwarf ghosts	10: Grem	8-9: 1 foreman + 1d4 dwarf ghosts
10: Grem		10: 1 forman + 2d4 dwarf ghosts

Speaking to the dwarven ghosts in Area 5 negates the anger of the ghosts in the tunnels. If any are rolled on encounters here, the ghosts appear, but ignore the party. They loiter aimlessly in the tunnels, refusing to work and nodding a greeting to the party as they pass.

If the party is not currently questing on behalf of the dwarven ghosts, the vengeful spirits of the dwarves take their rage out on any who wander too far in their tunnels. Their violent deaths at the hands of Scorsidlag left them hungry for blood. Slaying the dragon releases their spirits to the afterworld.

DWARVEN GHOST — CR 4

Male Dwarf Expert 3 Warrior 1
NE Medium Undead (Augmented Humanoid, Dwarf, Incorporeal)
Init +2; **Senses** Darkvision (60 feet); Perception +19

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 deflection)
hp 25 (1d10+3d8+8)
Fort +5, **Ref** +3, **Will** +4
Defensive Abilities Channel Resistance +4, Defensive Training, Incorporeal, Rejuvenation; Immune critical hits, precision damage, Undead Traits

OFFENSE

Speed 20 ft., Flight (30 feet, Perfect)
Special Attacks Corrupting Touch 4d6 (Fort DC 14 for 1/2)

STATISTICS

Str -, Dex 14, **Con -, Int** 14, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +5; **CMD** 19
Feats Skill Focus: Appraise, Skill Focus: Perception
Skills Appraise +12, Craft (Blacksmith) +7, Craft (Carpentry) +7, Craft (Gemcutting) +7, Craft (Stonemasonry) +7, Fly +18, Knowledge (Engineering) +7, Knowledge (Geography) +6, Perception +19, Profession (Miner) +8, Stealth +10
Languages Common, Dwarven, Terran, Undercommon
SQ Greed, Hardy +2, Hatred, Slow and Steady, Stability, Stonecunning +2

SPECIAL ABILITIES

Channel Resistance +4, **Corrupting Touch** 4d6 (DC 14) (Su) 4d6 damage from Touch attack. **Darkvision** (60 feet), **Flight** (30 feet, Perfect), **Incorporeal** (Ex), **Rejuvenation** (Su), **Undead Traits**

FOREMAN GHOST — CR 7

Male Dwarf Expert 4 Warrior 2
NE Medium Undead (Augmented Humanoid, Dwarf, Incorporeal)
Init +4; **Senses** Darkvision (60 feet); Perception +23

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 deflection)
hp 50 (2d10+4d8+24)
Fort +8, **Ref** +5, **Will** +7
Defensive Abilities Channel Resistance +4, Defensive Training, Incorporeal, Rejuvenation; Immune critical hits, precision damage, Undead Traits

OFFENSE

Speed 20 ft., Flight (30 feet, Perfect)
Melee +9 Corrupting Touch 7d6 (Fort DC 19 1/2)
Special Attacks Corrupting Gaze (DC 17)

STATISTICS

Str -, Dex 18, **Con -, Int** 18, **Wis** 16, **Cha** 19
Base Atk +5; **CMB** +9; **CMD** 27
Feats Ability Focus: Corrupting Touch 7d6, Skill Focus: Appraise, Skill Focus: Perception
Skills Appraise +16, Craft (Blacksmith) +11, Craft (Carpentry) +11, Craft (Gemcutting) +11, Craft (Stonemasonry) +11, Fly +25, Knowledge (Engineering) +13, Knowledge (Geography) +13, Perception +23, Profession (Miner) +12, Stealth +12
Languages Common, Dwarven, Giant, Goblin, Terran, Undercommon
SQ Greed, Hardy +2, Hatred, Slow and Steady, Stability, Stonecunning +2

SPECIAL ABILITIES

Channel Resistance +4, **Corrupting Gaze** (Fort DC 17 negates CHA damage) (Su) Gaze attack deals 2d10 HP + 1d4 CHA., **Corrupting Touch** 7d6 (DC 19) (Su) **Darkvision** (60 feet), **Flight** (30 feet, Perfect), **Incorporeal** (Ex), **Rejuvenation** (Su), **Undead Traits**

Area 12

The track runs into a room, wherein it takes a sharp, 45 degree turn. The joint of the turn is set on some sort of mechanical platform, atop of which rests a mine cart. Yapping howls echo down the hall as you approach. A horrid stench fills the room ahead of two enormous canines surging forth from the darkness followed by a single ogre brandishing a club. The slathering fangs and unbearable smell of the hideous beasts almost distract you from their most gruesome feature: their bulbous, red posteriors.

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The ogre lets his ass-jackals lead the charge while he brings up the rear. They all fight to the death.

The platform is a central part of the dwarven transportation system. A DC 15 Knowledge [Engineering] check is enough to make use of the track and send a cart on its way downhill. If the PCs did not blast the area in the southern corner of Area 7, the cart slams into the wall of rubble causing 5d6 damage (as falling) to anyone riding within. If they blasted the area but did not clear the track of loose rocks, there is a 50% chance that the cart jumps the track, dealing 4d6 damage (as falling) to anyone riding within. In either case, the cart is permanently ruined.

If the PCs blasted the rubble and cleared the track (or were fortunate enough not to jump the track), the wild ride down the mine tunnel brings the cart to a gradual halt in Area 16 after roughly fifteen minutes of travel. The cart ride bypasses all encounters between Areas 12 and 16. If the party is clever (or foolhardy) enough to do this, award them 6,000 XP.

Ass-Jackal — CR 6

Male Dog, Riding
N Large Animal
Init +1; **Senses** Low-Light Vision, Scent; Perception +11

Defense

AC 14, touch 10, flat-footed 13 (+1 Dex, -1 size, +4 natural)
hp 55 (2d8+30)
Fort +9, **Ref** +6, **Will** +3

Offense

Speed 40 ft.
Melee Bite +9 (2d6+9/20/x2)
Space 10 ft.; Reach 5 ft.

Statistics

Str 22, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +11; **CMD** 22 (26 vs. Trip)
Feats Improved Natural Attack: Bite, Skill Focus: Perception, Toughness +6
Skills Fly -1, Perception +11, Stealth -3, Survival +3 Modifiers +4 to Survival when tracking by Scent, Acrobatics (Jump) +8

Special Abilities

+4 to Survival when tracking by Scent
Acrobatics (Jump) +8 (Ex) You gain the specified bonus to acrobatics checks made to jump.
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.
Scent (Ex) Detect opponents within 15+ feet by sense of smell.
Rabies disease, injury; Save Fortitude DC 14 Onset 2d6 weeks; Frequency 1/day. Effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); Cure 2 consecutive saves

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Area 13

The track comes to a stop at the bottom of a sheer, thirty-foot cliff. Carved into the base of the cliff stands a statue of a dwarf standing with a pair of hammers crossed over his chest and glistening emeralds for eyes. A metal winch system holds a mine cart suspended perilously over the precipice. You can just make out the beginning of more track at the top of the cliff as well as a small door.

The chain holding the cart is a rusty shell of its former self. A good hit will certainly snap it causing the cart to plummet over the cliff. If the Grem stalks the party it uses the opportunity to start causing real harm here, doing all it can to make the trip up the wall difficult. The climb is initially a DC 10 Climb check with a +5 each time the Grem interferes. Dodging the cart is a DC 15 Dodge check if a PC is on the ground beneath it and a DC 25 Dodge check if the PC is foolish enough to climb the wall underneath it.

If the party attempts to remove the emeralds from the statue's eyes it animates and becomes a stone golem, attacking every non-dwarf in the room and every dwarf who attacks it. It continues fighting until they are dead or out of its sight for a full minute. When no enemies are in sight, the golem reverts to statue form.

STONE GOLEM — CR 11

XP 12,800

hp 107 *(see Pathfinder® Roleplaying Game: Bestiary™)*

SPECIAL ABILITIES

Disintegration Gaze (Su) Twice a day (once for each emerald eye), this golem can fire a green ray that mimics the effects of the disintegrate spell.

Range: 210 feet; **Fort** Partial (DC 17); **SR** yes; Damage 22d6, or 5d6 on successful save

TACTICS

If the party is clustered together on the golem's turn, it prefers to turn its Disintegration Gaze to the ceiling, which causes a cave-in (8d6 bludgeoning damage to all within a 10 ft by 10 ft area and targets are buried. Reflex DC 15 for half damage and to avoid being buried.)

SPECIAL TREASURE

Gem of Disintegration (x2) These egg-sized emeralds are worth 1,000 gp each. With a DC 25 Use Magic Device check, a Gem of Disintegration can cast disintegrate Range: 210 feet; Fort Partial (DC 17); SR yes; Damage 22d6, or 5d6 on successful save.

After a single use by anyone other than the golem, the gem crumbles to green sand, worth a total of 25 gp if gathered up.

Area 14

This 30x30 room looks to have once been an office and counting room—

If the party attacked the Ghost Dwarves in Area 5, or passed by without speaking to them, read section A, otherwise, read section B.

A: …though it has long since been abandoned.

This room is vacant, and relatively undisturbed. Nothing usable or of any worth is left in the room.

B: …and someone didn't get the memo that the place is closed. The dwarf looks sickly and pale, even by ghostly standards. A brass nameplate on his desk reads "Irwyn Bookcooker: Head Accountant" in the Dwarven language. He squints through a pair of delicate, gold-rimmed spectacles perched precariously atop his spectral nose as he thumbs nervously through a yellowed and dusty ledger. "No, no, no," he mutters, "it doesn't add up! Why doesn't it add up?"

Irwyn is too wrapped up in his accounting to notice the party, so they can walk right past without interacting. But if they do…

"Fool's Gold!" he shouts, clutching at his chest. "You can't sneak up on me like that, I've got a nervous condition! Oh sod, are you from the union? Look, I already told you—the workers will get paid once the timecards are processed!"

The party will likely have questions. Use the following as a guide:

When will that happen?

"Well, now, it's hard to say. There are so many factors you see! I have to…uh…figure in overtime…and calculate tax witholdings and…account for payments into pension plans…and…well…" He wipes imagined sweat from his ethereal brow. "Okay, you caught me. I have to find the sodding timecards first!"

Where are the timecards?

"Not to worry, they are perfectly secure. They're locked up in the safe." He motions toward an empty section of wall. Chunks of stone and charred, shattered furniture lay all around it.

And where is the safe?

"Ah, yes. Well, that's a bit embarrassing. I'm afraid a dragon stole it. Yes, yes, I know. 'The dragon ate my timecards!' It may be the oldest excuse in the book, but I promise you it really happened. Stomped right in, tore it off the wall, and carried it back to his lair down in the deepest shafts of the mine. But never fear; the safe is crafted of solid adamantite. Can't be opened without the proper combination, and I'm the only one who has it!"

What's in it for us?

"All I need are the timecards. Once I get those processed, they'll finally let me clock out and go home! Anything else in that safe is yours to keep! Believe me, you'll have earned it!"

Area 15

A massive chamber stretches off into darkness. Toward the eastern wall, a

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trio of mine cart tracks (from the north, south, and east) terminate into a massive, bottomless hole. Okay, so maybe "bottomless" is a bit much, but it's pretty rutting deep! A narrow and ancient staircase spirals down the walls of the pit, disappearing into the black. The track from the east continues on downhill into darkness. To the west, a massive pair of stone doors stand shut. They are flanked on either side by towering stone ziggurats, linked to one another via a heavily reinforced bridge. Piles of furs, junk, and half-eaten food litter the floor.

The hole in the floor is a straight shot down to Area 16, nearly a mile (over 5000 feet) below. Anyone falling in takes 20d6 falling damage and must make a DC 15 Fortitude save to avoid death by massive damage. The stairs are a safer way down, but it's a perilous climb. Grease and other lubricants have gathered on the stairs making the climb even harder. Players must make 4 Acrobatics Checks of increasing difficulty (DC 10, DC 10 DC 15 and DC 15), 1 every quarter mile, or risk falling the rest of the way. Upon a failure, make a Reflex check (previous DC +5). Success stops the drop and prevents most damage (PC takes 2d6 Fall damage). Failure means the PC goes over the edge. Falling damage is 1d6 per 10 feet with a maximum of 20d6. Seriously, don't fall. The ledge ends 50 feet above the floor, but there's something soft to land in down there, so it's a safe drop.

Creatures - This area is the main living space for the ogre tribe, occupied by 10 ogres and 5 young ogres (young creature template).

Tactics -The young ogres engage in battle beside their parents (5 squads of 2 ogres and 1 young ogre each)and the entire family fights to the death. If at all possible, they bull-rush the PCs into the pit leading to Area 16.

If the PCs return to Area 15 having retrieved the safe from the dragon, read the following:

Irwyn stops his nervous, floaty pacing as the platform grinds to a halt. His jaw drops. "You—you're alive? You're alive! No offense, but I calculated the odds and—" His eyes go to the battered but still intact safe at your feet. "Picks and hammers—you did it!" Irwyn floats past and partially through you as he looks the safe over. "And it's still sealed! What did I tell you—unbreakable!" Irwyn lays a ghostly hand on the dial of the combination lock, and squints over his shoulder at you. "Ahem…do you mind?" Rolling your eyes, you turn your back on the ethereal accountant. You hear the dial rotate, and a series of clicks as the tumblers fall into place. The squealing of the door on its damaged hinges is overpowered by the squealing of Irwyn as he raises a fistful of timecards into the air. "Finally!" he shouts. "I just need to file these and cut the checks. I should be out of here by suppertime!" He looks at you with ectoplasmic tears welling up in the corners of his eyes. "Thank you! Thank you, all! Please, help yourselves to whatever's left in the safe. I'll just write it off as a business expense—wink wink." He floats off down the tunnel, waving the timecards over his head and shouting, "It's Payday, boys!"

See Area 16 for a description of items left in the safe.

Area 16

If the party arrives via minecart read the following:

The cart slows and rolls to a stop against a wooden beam laid across the tracks.

If the party descends the pit, safely or otherwise, read the following:

A festering mound of bloated corpses cushions your landing. Clearly, you're not the first adventurers to come through these mines.You clamber down the pile, being careful not to step on too many mandolins.

Continue with the following:

The air in this chamber reeks of brimstone. A ten-foot tall platform dominates the middle of this rough-hewn chamber. A guard rail encircles the platform and tracks slope up to cross it. Sliding gates close off each track where it reaches the platform, above which a hole leads straight up into the darkness of the mountain. Lying on a massive heap of melted and scorched treasure along the western track, a massive dragon slumbers. Its scales are onyx black but glow with an eerie orange light. Its tail is wrapped tightly around a heavy metallic safe. The surface of the safe is marred by scorches and claw marks, but the door remains sealed tight.

This is the lair of Scorsidlag, the magma dragon responsible for the destruction of the dwarven stronghold many years ago. The dragon remains asleep until someone ventures within 60 feet or activates the platform. He leads his attack with a burst of his breath weapon before charging heedlessly into combat, confident in his ability to rip any lesser being to smoldering shreds.

Scorsidlag – CR 12

XP 19,200

Male Dragon, Magma, Adult

CN Large Dragon (Fire)

Init +5; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +22

Aura Frightful Presence (180 feet, 5d6 rounds) (DC 20)

Defense

AC 29, touch 10, flat-footed 28 (+1 Dex, -1 size, +19 natural)

hp 172 (15d12+75)

Fort +16, **Ref** +10, **Will** +15

Defensive Abilities DR 5/magic; Immune fire, paralysis, sleep; SR 23

Weakness Vulnerability to Cold

Offense

Speed 40 ft., Flight (200 feet, Poor)

Melee Bite +22 (2d6+12/19-20/x2) and Claw x2 +22 (1d8+8/19-20/x2) and Tail Slap +17 (1d8+12/20/x2) and Wing x2 +17 (1d6+4/20/x2)

Space 10 ft.; Reach 5 ft.

Special Attacks Breath weapon (40-ft. cone, 12d6 fire, every 1d4 rounds

Spell-Like Abilities Burning Hands (At will), Scorching Ray (At will), Wall of Fire (At will)

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SPECIAL ABILITIES

Sorcerer Spells Known (CL 7th; concentration +10)

3rd (5/day, DC 16)—*dispel magic*, *fireball*

2nd (7/day, DC 15)—*dust of twilight*, *flaming spher*, *glitterdust*, *pyrotechnics*

1st (7/day, DC 14)—*feather fall*, *flare burst*, *grease*, *shield*, *true strike*

0 (at will, DC 13)—*bleed*, *detect magic, detect poison, open/close, read magic, spark, touch of fatigue*

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 18, **Wis** 18, **Cha** 17

Base Atk +15; **CMB** +24; **CMD** 35 (39 vs. Trip)

Feats Great Fortitude, Improved Critical: Bite, Improved Critical: Claw, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack -4/+8, Vital Strike

Skills Acrobatics +16, Climb +26, Escape Artist +16, Fly +13, Intimidate +21, Perception +22, Sense Motive +22, Sleight of Hand +16, Stealth +15, Swim +26 Modifiers Acrobatics (Jump) +4

Languages Common, Draconic, Dwarven, Elven, Ignan

SQ Superheated (+6) (Su)

TREASURE

32,451 gp, 51,411 sp, 12,441 cp, 3 rubies worth 1000 gp each, 1 diamond worth 2,000 gp, *Daggie's Blunderbuss* (+3, Lucky), a sealed adamantine powder horn that contains enough gunpowder and (flaming burst) shot for 10 uses of the blunderbuss, battered safe with a damaged lock.

Safe: Disable Device DC 20 (Due to damage). Treasure inside safe: *Ring of Feather Falling, Ring of the Ram* (25 charges), 500 gold, *Glowing Glove** , Timecards (50, each has a dwarf's name and the last time punched, all in Dwarven Runes), Various mining contracts tattered by age, map revealing location of a potential mine past the settlement of Westhaven, *Tankard of Excellent Ale*.

Aside from the treasure, the other boon in this room is housed in the platform. A marvel of dwarven engineering, coupled with impressive magic, it is capable of flying directly upward at an incredible rate of speed, taking riders from Area 16 up to Area 15 in about one minute. If all four of the sliding gates are shut and the dwarven word for "up!" is spoken aloud, the lift activates. Alternately, it can be "tricked" into activation with a little examination and a DC 25 Use Magic Device check. If the platform is activated while Scorsidlag sleeps, the dragon bursts his breath weapon up the chamber. He does not follow up the attack.

OPTIONAL RULE: The Purple Ninja

Time to get a bit meta, kids. The Purple Ninja is a regular fixture in all of the films and games created by the Dead Gentlemen. His origins are shrouded in mystery. His primary task is to rush in and save the day in a heroic but ridiculous fashion. The Purple Ninja can be included ONCE in each adventure. He appears from nowhere and exits the scene immediately after completing his task, usually in dramatic fashion leaving everyone certain of his demise. The Purple Ninja cannot, in any circumstances, be found by an adventuring party. He only appears when most needed. We have included the following optional scene to aid the party in their fight with Scorsidlag in case things get a bit dicey.

If at any point during combat, a player announces, "We're done for—unless…" read section B below. Otherwise, if the party is in serious danger of a TPK (use your judgement to save their bacon), read both sections A & B.

A: The dragon is wounded, but he shows no sign of slowing. He won't rest until your blackened bones litter the floor of his lair. You're done for—unless…

B):A flash of brilliant, light illuminates the chamber, and a swirling cloud of violet vapor draws the dragon's attention. The smoke clears, revealing a masked man, cloaked in rich, purple robes. "Ho! HohoHo! Hoho hoHo! Ho!" he cries, as his fists fly in an elaborate display of martial prowess. The Purple Ninja—the greatest dragon slayer of them all!

Touching his fists together, he bows to the giant creature. "Scaly fire beast!" he shouts. "Waste no more time on lesser warriors! The Purple Ninja will pluck your heart from your chest, and craft tasteful footwear from your hide! HoHo!" He juts a fist forward with blinding speed.

**Dink* The pebble bounces harmlessly off the dragon's snout, and the chamber quakes as the great beast roars at the insult. The Purple Ninja dashes forward in a violet blur, and the dragon charges to meet him. The hated foes collide in a confusion of fists and claw and flame that shatters the ground beneath their feet. Heavy stones and stalactites (Or are they stalagmites? The hangy-downy ones.) rain down around them. The chamber floor crumbles, opening a pit beneath the dragon's hoard. As the treasure cascades into the endless black, a thrash of the dragon's tail sends the safe flying to land at your feet. Locked in eternal combat the dragon and the Purple Ninja plunge into the infinite depths. The sounds of their battle echo up from the pit as they plummet into the Underdark, never to be seen again?*

* *Pathfinder® Roleplaying Game: Advanced Player's Guide™*

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Act 4 — Onward!

Scene 1: Hangman's Hollow (E)

You finally emerge from the depths of the ancient mine and find yourselves on the far side of the mountains. An odd shimmering light obscures the gates of the mine for a moment before the gates vanish from sight. No trace of the entrance can be seen. The path ahead looks clear for as far as you can see. A shady willow sits atop a comfortable grassy knoll just a few dozen feet to the right of the door.

This hangman tree releases its pheromones as soon as any PCs wander within 50 feet. All humanoids within the 50-ft radius must make a Will save. Those who fail immediately head for the base of the tree, seeing the most comfortable grassy glen with the shadiest tree that has ever been. Those who succeed notice several ogre-sized bones mixed in and amongst the tree's roots and branches waving in still air.

If the party decides to rest under the tree it attacks once they are asleep, beginning with any standing guard.

Advanced Hangman Tree — CR 8

NE Huge Plant

Init +5; **Senses** Blindsight (60 feet), Low-Light Vision; Perception +17

Defense

AC 24, touch 9, flat-footed 23 (+1 Dex, -2 size, +15 natural)

hp 108 (8d8+72)

Fort +15, **Ref** +5, **Will** +7

Defensive Abilities Immune mind-affecting, paralysis, poison, polymorph, sleep, stunning, Plant Traits; SR 18; Weakness Vulnerability to Electricity

Offense

Speed 10 ft.

Melee Constrict (Hangman Tree) +14 (1d6+10/20/x2) and Vine x3 (Hangman Tree) +14 x3 (1d6+10/20/x2)

Space 15 ft.; Reach 15 ft.

Special Attacks Grab, Hallucinatory Spores (1/day) (DC 23), Pull (5 feet), Strangle, Swallow Whole (2d6+7, AC 17, 10 HP), Vines

Statistics

Str 30, **Dex** 13, **Con** 28, **Int** 11, **Wis** 16, **Cha** 14

Base Atk +6; CMB +18 (+22 Grappling); CMD 29

Feats Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus: Perception

Skills Fly -3, Perception +17, Stealth +4

Languages Sylvan

Special Abilities

Hallucinatory Spores (1/day) (DC 23) (Ex) Once per day as a standard action, a hangman tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a DC 23 Will save or believe the hangman tree to be a perfectly ordinary tree.

Strangle (Ex) Grappled foes cannot speak or cast spells with verbal components.

Swallow Whole (2d6+7, AC 17, 10 HP) (Ex) You can swallow smaller targets whole.

Vines (Ex) A hangman tree's vines are primary attacks that deal bludgeoning damage. When a hangman tree grapples a foe with its vines, the tree does not gain the grappled condition.

Scene 2: Nomicon

A pillar of swirling flame bursts from the road ahead, sending a cascade of stones and dirt skyward to rain down around you. You stagger back as waves of malice and dread wash over you, seeming to flow from the heart of the inferno. With a crash of thunder the fires dissipate, revealing a thin man cloaked in flowing black robes that end just above his pale, knobby knees. He throws his hands in the air, shouting, "Woooo! Blackstone Beach, here I—oh, sod!" He scowls at the thick, primeval woods. "That swineshagging sorceress!" he swears. "How could she mess up a simple timeslip? When I get back, she's gonna get sooo many Dooms!" Spinning around to get his bearings, he spots your party. "You there, subcreatures! There seems to have been a slight error in my travel arrangements. How far is it to the seaside?"

The party will most likely have questions. Use the following as a guide:

Who are you?

"As though you don't recognize Nomicon, Grand Architect of the Dooms!" the man says, spreading his arms wide. "No, please. You needn't kneel!" He waves away the imagined adulations. "I know, you are honored by my presence, but you must tell no one! I've come to relax on a sandy shore with strong ale and stout wenches, and I can't very well do that with hordes of sycophantic minions cowering at my feet, can I?

Mort Kemnon?

He shakes his head. "Sorry, never heard of him. A bit after my time I'd suppose."

Mask of Death?

His jaw drops. "A mask?" he shouts. "Preposterous! What need would Death have of a mask? Why would she wish to conceal her glorious countenance from her devoted followers? You speak madness!"

If the party provides directions to the ocean:

He throws up his hands in frustration. "Well that's just fan-rutting-tastic! So much for my relaxing week at the shore! I suppose I'd better get going if I want to salvage any of this holiday. Here—a small boon, for your assistance. Have a Doom." After searching amongst his voluminous robes, Nomicon pulls out a small coin and hands it to you. He smiles wryly as you take it. The metal of the coin is indeterminate and the etchings on its surface writhe subtly. Drawing his robes tight around his body, he crouches down and explodes into

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a flock of carrion birds that flap away, disappearing into the skies. His disembodied voice floats back to you from the distance. "Don't worry. It's only a little Doom."

If the party attempts to attack:

The man laughs and waves a dismissive hand in your direction. In an instant you find yourselves twenty feet above the road, and falling fast. You land in a heap. "That was adorable," he says. "Try it again and I'll pull your skeleton out through your mouth."

The entire party takes 1d6 Fall damage with no Reflex Save.

Really? They're trying again?

Everyone must make a Will save (DC 50). A natural 20 saves, kind of. Rather than being torn to bits by their own skeletons, any PCs who save merely drop dead. Well, can't say you didn't warn them:

The man shrugs and snaps his fingers. A horrific noise of tearing skin and ripping muscle fills the air as your skeletons claw their way free of your bodies and set to work fashioning your ruined flesh into a terrifying beachball of carnage. Their task complete, the skeletons collapse into piles of gore-caked bone. The necromancer shakes his head, tucks his inflatable nightmare under one arm, and sets off in search of the ocean.

You know how in some games where you really, really shouldn't do something, but you just can't help yourself? That big red button you just can't seem to not push? Yeah, the party just pushed it. Give them a stern talking to and - if you are a kind-hearted GM - reset the adventure to just before this encounter and let them have another go at it.

Scene 3: A Shadow! A Shadow? A Shadow. (F)

Steep natural-stone walls rise on either side of the trail creating a canyon that stretches along the path for over a mile before opening to a view of the verdant western lowlands.

You barely make it a step out of the canyon before rasping shrieks sound from somewhere above. A shadow passes along the road and the gray-fleshed wyvern lands on the road in front of you with a ground shaking impact. It spreads its wings, leans in and roars a challenge. The foul smell of the grave pollutes its breath. Another flap of wings comes from behind you as the second creature lands in the canyon, boxing you in.

These guardians have kept western villagers and refugees from escaping to Whitetower. The pair of juju zombie wyverns have been instructed by Mort Kemnon himself to allow no living thing to cross the mountain pass. They keep endless watch over the small ravine through which the path runs. The ravine is fifteen feet wide and the wind-worn walls extend a smooth (DC 20 Climb check) thirty-five feet high.

JUJU WYVERN — CR 7

XP 3,200

NE Large Undead

Init +6; **Senses** Darkvision (60 feet), Low-Light Vision, Scent; Perception +18

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, -1 size, +12 natural)

hp 59 (7d8+14)

Fort +3, **Ref** +4, **Will** +8

Defensive Abilities Channel Resistance +4; DR 5/magic or slashing; Immune cold, electricity, magic missile, paralysis, sleep, Undead Traits; Resist fire 10

OFFENSE

Speed 20 ft., Flight (60 feet, Clumsy)

Melee Bite +11 (2d6+7/20/x2) and Sting +11 (1d6+7/20/x2) and Wing x2 +6 x2 (1d6+3/20/x2)

Space 10 ft.; Reach 5 ft.

Special Attacks Grab, Poison: Sting - injury (DC 14)

STATISTICS

Str 24, **Dex** 14, **Con -, Int** 7, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +13 (+17 Grappling); **CMD** 25

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus: Perception, Toughness +7

Skills Climb +15, Fly +6, Perception +18, Sense Motive +11, Stealth +8

Languages Draconic

TACTICS

The wyverns attack whichever target is most convenient without preference, unless someone breaks through to continue on the western path. They immediately turn their full attention on anything that escapes their snare. The wyverns have no sense of self preservation, fighting until destroyed.

Scene 4: Deathswarm (G)

After walking through the forest for several miles, a dull buzzing builds to a deafening din. A dark black cloud of insects boil from the forest and fly at you with startling speed!

These vermin act as minions of Drazuul the Death Demon. They move about the countryside in search of anyone on the road with orders to kill any travelers they find along the paths between settlements.

DEATHSWARM — CR 8

XP 4,800

NE Fine Vermin (swarm/undead/fiendish)

Init +2; **Senses** Darkvision 60 ft., Perception +15 vs living targets

DEFENSE

AC 23, touch 21, flat-footed 21 (+2 Dex, +2 natural, +8 size)

hp 73 (10d8+30)

Fort +5, **Ref** +4, **Will** +6

Defensive Abilities swarm traits; undead traits; Immune weapon damage; DR 5/good, SR 15

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Offense

Speed 5 ft., fly 40 ft. (perfect)

Melee swarm (1d4 plus vile injection)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 17), vile injection, Smite Good (+3 to hit and +10 to damage against one good creature)

Statistics

Str 4, **Dex** 14, **Con -, Int -, Wis** 10, **Cha** 16

Base Atk +5; **CMB** –; **CMD** –

Special Abilities

Vile Injection (Su) When biting, a deathbug injects a powerful infusion of digestive juices and negative energy into the body of its victim. The injection of an entire swarm deals 10d6 damage, half of which is acid and half of which is negative energy.

Tactics

The swarm finds the flesh of paladins and goodly clerics especially succulent and attack them first. If brought to 50% hit points, they attempt to flee through the forest back to Westhaven, where they warn Drazuul of the incoming adventurers.

Scene 5: Inn-Hospitable

Night has fallen by the time you reach the tiny village on the other side of the range. Mudhollow is eerily silent, and there are only two guards at the gate to meet you. The shorter of the two steps forward. "Welcome to Mudhollow," he says. "Times being what they are, you'll have to head straight to the inn. Agents of Death are everywhere."

If the PCs make a DC 10 Sense Motive check, they can see that both of the guards are nervous, stealing furtive glances as the road out of town and the forest beyond.

The party will likely have questions. If the PCs press the guards to hard they answer few questions. Use the following as a guide:

Why has no one evacuated yet?

"There have been a pair of beasts guarding the pass through the mountains. Now that you're here the way must be clear, but these things still take time."

Why is it so quiet around here?

"Beasts buzz and shriek in the woods, and sometimes they come clawing at our walls. The townsfolk have no desire to attract more attention than they already have."

Have you lost anyone yet?

"Three guards from a scouting party of four. The wyverns took them."

Any questions apart from these set the guards further on edge. After the following statement, they answer no more questions.

"Look, we're to show visitors straight to the inn. Please now…this way."

One of the guards escorts the party to the Mudhollow Inne.

The town of Mudhollow (Small Town, pop. 541, Alignment NG) is known for its freshwater fishing and fine ceramics. Now, the lives of its citizens are perched on the edge of a knife.

Mort Agrippa has threatened the entire town. Upon taking control of the town he informed the people that should they warn the heroes of Whitetower of his presence, he will slowly torture the entire family of the offender to death in the town square before turning them into zombies and setting the foul creatures upon the snitch.

You are soon seated around a table in the cozy common area of Mudhollow Inne. You are the only customers this evening, served by the inkeeper and a single barmaid. The barmaid serves up ale and wine all around and a hot meal of chowder with fresh bread soon follows.

The innkeeper is a humble and goodly man named Lewis. Though Mort Agrippa commanded him to stall the heroes at the inn, Lewis' conscience moves him to try and subtly shoo the party out of his inn and out of danger.

The innkeeper approaches your table with head held low and eyes intensely studying a wooden mug held between his hands. "I'm sorry," he grumbles. "There is no room for you tonight."

The party will likely have questions. Use the following as a guide:

Nonsense, your inn is empty. There is plenty of room for us. (or some lesser argument):

"The room is not the problem. Truthfully…"

"Truthfully you are not welcome here!" says a new voice.

A man in a black cloak suddenly stands up from a dark corner of the room…had he been there all along?…and flings his hood back to reveal a twin mohawk accentuated with blasphemous tattoos.

The innkeeper screams "Mort Agrippa!" and flees to the back of his establishment, the wooden cup seeming to hover midair for a moment before clattering to the floor.

"You are most certainly not welcome here!"

An introduction would seem in order.

"I am the governor of this town and you are trespassing on these lands."

These lands belong to the king!

"These lands belong to MY king!"

Mort Kemnon…

"Yes…and soon you will serve him as I do. Beyond the veil of DEATH!"

[Award any player that recites this scene line-for-line an extra 250 xp for being cool]

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Mort Agrippa

Mort Kemnon installed his apprentice as the "governor" of the lands west of the mountains. Tasked to remove the threat posed by the party, Agrippa planned accordingly. Through his evil ways he has reanimated the ninjas that confronted the PCs earlier as Juju Zombies and uses them to launch an assault against the PCs.

Mort Agrippa is a Necromancer 3/Cleric 3/Mystic Theurge 4

ZINJA (NOMBIE?) — CR 6

XP 2,400

Human Ninja (UC) 6

NE Medium undead

Init +9; **Senses** Perception 9

DEFENSE

AC 21, touch 15, flat-footed 18

Fort +3, **Ref** +10, **Will** +2

OFFENSE

Speed 30 feet

Melee +1 Shortsword, +10 (1d6+4, 19-20x2) OR +1 Nunchaku, +10 to hit, (1d4+4) OR +1 Sai, +10 to hit, (1d4+4)

Ranged Mwk shuriken +9, 1d2+3

Space 5x5

Special Attacks Sneak attack 3d6

STATISTICS

Str 17, **Dex** 20, **Con -, Int** 13, **Wis** 10, **Cha** 12

Base Atk 4; **CMB** 7; **CMD** 22

Feats Combat Expertise Improved Feint Weapon Finesse Step Up, Improved Initiative, Toughness

Skills Acrobatics +14, Bluff +10, Climb +11, Disable Device +14, Disguise +12, Escape Artist +14, Intimidate +10, Perception +9, Sense Motive +9, Sleight of Hand +14 [+20 to conceal weapon], Stealth +16

Languages Common, goblin

SPECIAL ABILITIES

Poison Use Cannot accidentally poison self.

Sneak Attack: 3d6

Ki Pool (Su): 4. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start.

As a Swift action, spend 1 point from ki pool to make an additional attack at highest attack bonus as part of a full attack, to increase speed by 20 feet for 1 round, or get a +4 insight bonus on Stealth for 1 round.

Ninja Tricks:

Fast Stealth (Ex): Can move at full speed using the Stealth skill without penalty.

Hidden weapons (Ex): Adds level on opposed Sleight of Hand skill checks made to conceal a weapon, and can draw hidden weapons as a move action.

Slow Reactions (Ex): Opponents that are damaged by the ninja's sneak attack can't make attacks of opportunity for 1 round.

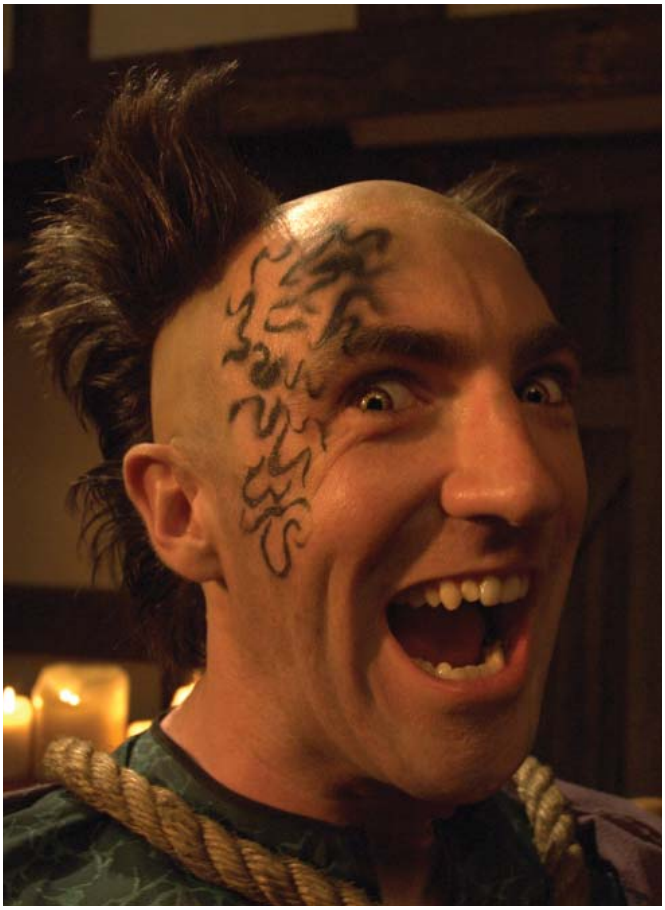
No Trace (Ex): The DC to track a ninja using the Survival skill is increased by +2. Also +2 bonus on Disguise and Stealth checks whenever stationary for at least 1 round

Uncanny Dodge (Ex): Cannot be caught flat-footed, nor lose her Dexterity bonus to AC if attacker is invisible. Still loses Dex bonus to AC if immobilized.

Light Steps (Ex): Full-round action, can move x2 normal speed and ignore difficult terrain. Supported by any surface regardless of weight, including water, lava, or thin branches. Must end move on surface that can normally support. Ignores any mechanical traps that use a location-based trigger.

TREASURE

+1 Weapon, *+1 Leather Armor*, *Ring of Protection +1*, 15 mwk shuriken, 2 doses Large Scorpion Venom (*Injury, DC 17, Duration 1/rd. for 6 rds, dmg 1d2 Str 1 save)*



MORT AGRIPPA — CR 9

XP 6,400

Male Human Cleric 3 Mystic Theurge 4 Wizard 3

NE Medium Humanoid (Human)

Init +1; **Perception** +19

DEFENSE

AC 18, touch 14, flat-footed 17 (+4 armor, +1 Dex, +3 deflection)

hp 48 (3d8+7d6+10)

Fort +5, **Ref** +4, **Will** +13

OFFENSE

Speed 30 feet

Melee +2 Cold Iron Dagger +6 (1d4+1/19-20/x2)

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Special Attacks Bleeding Touch 1 rounds (8/day), Touch of Evil 1 rounds (8/day)

Spell-Like Abilities Bleeding Touch 1 rounds (8/day), Touch of Evil 1 rounds (8/day)

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 18/20, **Wis** 19/21, **Cha** 12/14

Base Atk +5; **CMB** +4; **CMD** 18

Feats Alertness, Combat Casting, Command Undead (DC 13), Eschew Materials, Scribe Scroll, Still Spell, Toughness +10, Turn Undead (8/day) (DC 13), Wizard Weapon Proficiencies

Skills Bluff +12, Disguise +10, Intimidate +12, Knowledge (Arcana) +18, Knowledge (History) +13, Knowledge (Nobility) +13, Knowledge (Planes) +13, Knowledge (Religion) +18, Perception +19, Sense Motive +22

Languages Abyssal, Common, Draconic, Elven, Giant, Goblin

SQ Abjuration, Aura (Ex), Bonded Object: Ring of Mind Shielding (1/day) (Sp), Cleric Channel Negative Energy 2d6 (5/day) (DC 13) (Su), Cleric Domain: Death, Cleric Domain: Evil, Combined Spells (2nd) (Su), Grave Touch (8/day) (Sp), Necromancy, Ring of Mind Shielding, Spontaneous Casting, Transmutation

Combat Gear *+2 Cold Iron Dagger, Amulet of Proof against Detection and Location, Bracers of Armor +4, Headband of Mental Superiority; +2: Intimidate, Ring of Mind Shielding, Ring of Protection +3*

SPECIAL ABILITIES

Arcane School: Necromancy

Opposition schools: Abjuration and Transmutation

Cleric Spells Known (CL 7, 4 melee touch, 6 ranged touch):

4 (2/day, DC 19)—*poison, unholy blight x2*

3 (3/day, DC 18)—*animate dead, bestow curse, blindness/deafnes, prayer*

2 (4/day, DC 17)—*death knell, desecrate, cure moderate wounds, silence, hold person*

1 (6/day, DC 16)—*protection from good, command x4, doom, cure light wounds*

0 (at will, DC 15)—*bleed x2, read magic, detect magic*

Wizard Spells Known (CL 7, 4 melee touch, 6 ranged touch):

4 (2/day, DC 19)—*fear, rainbow pattern, enervation*

3 (3/day, DC 18)—*ray of exhaustion, gaseous form, hold person*

2 (4/day, DC 17)—*ghoul touch x2, invisibility, scorching ray, blur*

1 (6/day, DC 16)—*magic missile, shocking grasp, ray of enfeeblement x5*

0 (at will, DC 15)—*touch of fatigue, daze, ghost soun, ray of frost*

Bleeding Touch 1 rounds (8/day) (Sp) Melee touch attack deals 1d6 bleeding damage.

Bonded Object: Ring of Mind Shielding (1/day) (Sp) DC 20 + spell level to cast spells without the bonded object. Once per day, you can cast any spell in your spellbook for free.

Grave Touch (8/day) (Sp) Melee touch attack, shakes then frightens target.

Ring of Mind Shielding This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to detect thoughts, discern lies, and any attempt to magically discern her alignment.

Touch of Evil 1 rounds (8/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

TACTICS

When they appear in a flash of blinding light, the nombies (zinjas?) fan out in an attempt to engage as many of the PCs in one-on-one combat as possible. Mort Agrippa uses his spells to support them, and if he manages to restrain one of the PCs the zinjas (nombies?) move on to gang up on those who can still fight.

Mort Agrippa does all he can to stay out of melee combat. He blasts the entire room with a Fear spell on the first round before moving behind at least one of the nombies (zinjas?) and sniping away with Hold Person, Blindness, and other spells that debilitate and inconvenience. His pride (and fear of his master's wrath) does not allow him to flee.

If taken alive, the lesser necromancer is not forthcoming with information.

The party will likely have questions. Use the following as a guide: The necromancer snarls and spits as he struggles against his bonds.

Tell us where Mort Kemnon is!

"Do your worst. Kill me if you must; I will never tell!"

Diplomacy is useless—he is too evil and devoted to his master to see reason. If presented with a credible threat/severe beating and a DC 25 Intimidate, he eventually cracks. While he knows the true location of Mort Kemnon, he keeps it secret as long as he can, even under pain of torture.. He directs the party to Westhaven in hopes that the demon Drazuul will destroy them.

"Mort Kemnon summoned a death demon in Westhaven. Drazuul's power waxes as we speak, and there is no doubt that he is already too powerful for you to overcome. He is the one with the answers you seek."

[Make Agrippa's Bluff check directly after the PCs roll intimidate, to discourage accidental metagaming]

How do we defeat him?

"Drazuul, like all of his kind, has an especially strong allergy to holy water. It will do you no good, swine!"

If the PCs suspect that he's lying and oppose his bluff with a successful Sense Motive, Agrippa snarls before arrogantly spitting through his teeth:

"The mines! The entrance is southeast of Westhaven. Go there and die while the demon grows fat on the souls of the townsfolk!"

If Agrippa is taken alive, award the players story XP equal to what would have been gained if they'd slain him. In either case, the people of Mudhollow proclaim the party as heroes, and, assuming the wyverns have been dealt with, begin a mass exodus to Whitetower, taking Agrippa with as a prisoner if he still lives. Reputation Points: 3 (if Agrippa survives as a captive)

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Scene 6: Nocturnal Admissions

That evening, Mort Kemnon attempts to attack the party through one of their own via the Uninvited Guest* spell. By scyring on the party he can force one with a neutral or evil alignment under his control until the end of the following dialogue unless the PC makes a successful Will save.

(Name of possessed character) shrieks and rises into the air, twisting and turning in a greenish light. His/her face contorts in a grimace of pure malice. "So these are the puny heroes who wish to find me. And what if I should find you first? Abandon this road or die on it! You shall never possess the Mask of Death." Seeing the resolve on your faces, hate coalesces in eyes that no longer belong to your friend. "You are greater fools than you appear," the creature snarls. "Come! Come and face Drazuul!" With a gust of air, the evil spirit of Mort Kemnon leaves and (Name of possessed character)'s body hits the ground, unconscious.

If the party learned about the mine hiding Mort Kemnon's lair from Mort Agrippa, they may be tempted to make their way directly there, skipping Westhaven for the time being. This is completely managble. Simply add 10 zombies and add the Advanced Creature Simple Template to Drazuul when they finally confront the demon. If the party defeats Mort Kemnon and ignores Westhaven entirely, the demon is freed from the pentagram two days after Kemnon's destruction. Drazuul then stalks the party and strikes as they sleep intending to slaughter the heroes of Whitetower before attacking the city itself.

Scene 7: Just East of Westhaven (H)

A few miles outside of Westhaven, a small Nimble-looking peasant approaches from just off the path. "Hail, masters!" he cries. "Don't dare go to Westhaven—only death awaits you there."

This is Willam (male human commoner 1). He is the sole survivor of the logging village of Westhaven, and has been hiding in the forest for days. He begs the PCs for a few scraps of food and any weapons they can spare for his journey to Whitetower.

The party will likely have questions. Use the following as a guide:

What is your name, peasant?
(5-second pause) "Willam, my (lady/lord). I live in Westhaven. At least I did until…"

Until what?
"Mort Kemnon's priests they…killed all the others! I'm the only one left."

Do you know where Mort Kemnon is?
"No my (lord/lady). Only the fiend knows that."

Wait, what priests?
"Dark robed men…there were three of them. They helped round up and murder the townsfolk at the demon's behest, and then departed for the south just yesterday."

The fiend?
"Drazuul. He led the purges. I'd rather not speak of it…"

Anything you can remember might help us avenge your town.
"…if you insist, masters. A dreadful buzzing follows the fiend wherever he goes. It saps the will of those who hear it. He commands swarms of insects whose sting melts flesh. Lastly…he seems rooted to the spot where he was summoned. A mark along the ground that Mort Kemnon drew."

Do you know where we can find this Drazuul?
"In Westhaven. The center of town…but I'm not going back there."

If they give him at least 2 days of rations and a weapon (even a dagger will do), Willam makes it safely back to civilization. +**2 Reputation Points**

Scene 8: Westhaven or "I've got 99 Zombies and a Lich Ain't One"**

You find the tiny hamlet of Westhaven abandoned. Your skin begins to crawl the farther you press into town. Soon, a steady buzzing fills your ears and the sickly-sweet stench of rot tickles your nose. The source of both are quickly revealed—dead bodies flung unceremoniously about the town square. They crawl with fat black insects. A thick and vaguely man-shaped cloud of the hideous insects hovers near the center of town, swarming over you know not what.

When the party advances on the square, read the following:

The flies coalesce into a shape not dissimilar from a young human man, apart from his black fangs, twin horns, and crimson eyes. A death demon. One of Death's personal servants, and he's looking your way.

Drazuul's Fear Aura immediately activates. The demon attempts to dominate the PCs, using any he successfully controls to attack the party. Whether successful or not, read the following prior to combat:

Drazuul speaks with the voice of a thousand torments. "Come…come to Drazuul." Bodies rise slowly from the massed piles of townsfolk. They lurch and walk towards the center of town. Drazuul's words were not meant to taunt; his words awoke the dead.

Of the former population, 99 of the corpses were fit for reanimation. Add to that the original 10 that Kemnon left with Drazuul and the number comes to 109, plus the demon himself. Note that while the zombies alone push the XP to 21,800 (equal to about a CR 12 encounter), these are all CR 1/2 creatures, and the PCs should have little trouble obliterating them in droves with proper tactics.

* Custom Content

** Props to John Leonard

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DEATH DEMON ZOMBIE — CR 1/2

Male Human Commoner 1

NE Medium Undead

Init +0; **Senses** Darkvision (60 feet); **Perception** +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 3

Fort +2, **Ref** +0, **Will** +2

Defensive Abilities Immune Undead Traits

OFFENSE

Speed 30 fts.

Melee Slam (Zombie) +6 (1d6+9/20/x2)

STATISTICS

Str 22, **Dex** 10, **Con -, Int -, Wis** 10, **Cha** 10

Base Atk +0; **CMB** +4; **CMD** 14

Feats Great Fortitude

Languages Common

SPECIAL ABILITIES

Darkvision (60 feet)

Staggered (One move or one standard action per turn)

DRAZUUL — CR 13

XP 25,600

CE Medium undead outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** Darkvision 60 ft., true seeing; Perception 16

Aura (sonic-dependant)

DEFENSE

AC 27, touch 14, flat-footed 23 (+4 Dex, + 13 natural)

hp 176 (12d8+108)

Fort +10, **Ref** +12, **Will** +10

Defensive Abilities DR 10/cold iron or good; SR 23; Undead Traits; Immune electricity; Resistance acid 10, cold 10, fire 10; Weaknesses Holy Water deals 12d8 damage + paralyzed for 1d4 rounds (DC 22 fort save to negate paralyzation).

OFFENSE

Speed 30 ft; flight 100 ft, perfect maneuverability

Melee slam +17 (1d6+1 and paralysis)

Space 5 ft.

Special Attacks Breath weapon (40 foot cone, 13d6 [1/2 negative energy, 1/2 acid], Ref DC 22 for half), paralysis (1d4+1 rounds, Fort DC 26, elves are immune to this effect)

Spell-Like Abilities (CL 12th)

Constant—*true seeing*, *fear aura*

6/day—*channel negative energy* (10d6, DC 22), *empowered magic missile*, *ball lightning* (3 balls, DC 22),

1/day—**destruction** (DC 25), *summon deathswarm*

SPECIAL ABILITIES

Fear Aura (Su) All creatures within a 60-foot radius that can hear the droning of the insects that comprise the death demon's physical form must make a Will save of at least DC 22 (see below) or be subject to Dominate Person. This is a sonic and mind-affecting fear effect. The save DC is Charisma-based with a +1 bonus for

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every 10 zombies within a quarter-mile) [DC 32 for the sake of the Westhaven encounter, given that he will have 109 zombies on hand]

Grave Resiliance

Statistics

Str 13, **Dex** 18, **Con -, Int** 16, **Wis** 18, **Cha** 27

Base Atk +12; **CMB** +13; **CMD** 27

Feats Improved Initiative, Ability Focus (breath weapon), Ability Focus (fear aura) Improved Natural Attack, Toughness, Great Fortitude

Skills Bluff +20, Diplomacy +20, Fly +16, Intimidate +20, Knowledge (arcana) +15, Knowledge (religion) +15, Knowledge (planes) +15, Perception +16, Sense Motive +15; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Common, telepathy 100 ft.

Tactics

Drazuul initially attempts to dominate the party through his Fear Aura but will settle for tearing them apart with his horde of zombies. He tends to keep twenty to twenty-five animated at one time. The zombies themselves are unsubtle combatants and animate in waves from random spaces on the map, never more than 15 feet from a PC. If the PCs kill the zombies too quickly, or get the bright idea that Drazuul can only summon more when the entire wave is defeated, the demon happily summons more to rid them of that notion.

Drazuul is trapped in the pentagram and can only interact through his spells. A DC 10 Perception check confirms this for the party. If the pentagram is disrupted there is a 50% chance that it banishes Drazuul back to the Abyss and a 50% chance that the disturbance frees him.

If Drazuul survives the fight he may be interrogated (Intimidate DC 30, but DC 5 if holy water is present).

The party will likely have questions. Use the following as a guide:

Where is your master?

"The mines! You'll find the entrance to the mines southeast of this place, and you'll know the path by the decay that spreads "

How do we defeat him?

"The book! His power lies in the book. But his is not the power to fear; your real enemy is one who'd claim to be your patron. The grand Hierophant of Therin is to blame!"

What are you talking about?

"My master had dealings with him from the start, and he hopes that fear in my master will drive the people to Therin's banner. You are expendable to him."

Call for a Sense Motive check. He does this in such a way (Sense Motive DC 30) as to make it seem like he's lying to try and damage their trust in the church of Therin.

If Drazuul is killed during the battle, a few stray zombies shamble away from the town towards Mort Kemnon's lair. The zombies take several hours to reach the mine at which point they fall back under his direct control and turn on the party.

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Act 5 - Uninvited Guests (H)

You follow an overgrown wagon trail out of town. The trail winds towards an ominous-looking mine set in the foot of the mountains. At the entrance to the mine, narrow stairs plunge far underground. The initial hallway leads deep into the darkness. The light from your torches seems to shy away from the dark.

Area 1

As you come at last to the bottom of the stairs, a slimy green light flares to life revealing a rusted old mace resting in a dark puddle. The source of the illumination is a large stylized skull set above the doorway. Ghostly tendrils of light seep down from the arch of the door and drift about as though moved by an unfelt breeze.

The puddle is actually a huge fiendish black pudding that squished itself down into a deep but narrow fissure. The old mace is just what it appears to be—rusted and useless—, but anyone coming near enough to examine it is subject to a surprise attack by the pudding.

The green glowing strands of light are actually vines from a giant ectoplasmic assassin vine summoned as soon as a living creature approached within 30 feet. The vines dangle in wait for any to come within its grasp.

Fiendish Black Pudding – CR 8

XP 4,800

NE Huge Ooze (Black Pudding)

Init -4; **Senses** Blindsight (60 feet), Darkvision (60 feet); Perception -5

Defense

AC 4, touch 4, flat-footed 4 (-4 Dex, -2 size)

hp 105 (10d8+60)

Fort +9, **Ref** -1, **Will** -2

Defensive Abilities Ooze Traits, Split; DR 10/good; Immune flanking, critical hits, paralysis, poison, polymorph, precision damage, sleep, stunning; Resist cold 15, fire 15; SR 13

Offense

Speed 20 feet, Climbing (20 feet)

Melee Constrict (Black Pudding) +8 (2d6+4/20/x2) and Slam (Black Pudding) +8 (2d6+4/20/x2) and

Space 15 ft.; **Reach** 10 ft.

Special Attacks Acid (DC 21), Corrosion, Grab, Smite Good (1/day)

Statistics

Str 17, **Dex** 2, **Con** 23, **Int** -, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +12 (+16 Grappling); **CMD** 18 (can't be Tripped)

Skills Climb +11, Fly -8, Stealth -12

SQ Suction (Ex)

Special Abilities

Blindsight (60 feet); **Climbing** (20 feet); **Damage Reduction** (10/good); **Damage Resistance**, Cold (15); **Damage Resistance**, Fire (15); **Grab (Huge) (Ex)**; **Ooze Traits**; **Spell Resistance** (13);

Acid (DC 21) (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone.

Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Smite Good (1/day) (Su) +0 to hit, +10 to damage.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed.

Tactics

The fiendish pudding lurks in its deep hole until someone blunders near enough for it to lash out and strike. As a being of pure hunger and malevolence, it will attack until destroyed.

Ectoplasmic Assassin Vine – CR 4

Male Assassin Vine

NE Huge Undead

Init +1; **Senses Perception** +0

Defense

AC 24, touch 9, flat-footed 23 (+1 Dex, -2 size, +15 natural)

hp 32 (4d8+4)

Fort +1, **Ref** +2, **Will** +4

Defensive Abilities DR 5/slashing; Immune Undead Traits

Offense

Speed 5 ft.

Melee Constrict +13 (2d6+12) and Slam +13 (2d6+18)

Space 15 ft.; **Reach** 15 ft.

Statistics

Str 34, **Dex** 12, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +17 (+21 Grappling); **CMD** 28

Feats Toughness +4

Special Abilities

Damage Reduction (5/slashing)

Undead Traits

Tactics

The ectoplasmic vine sways gently back and forth until someone moves up near enough to grab. It will move its entire bulk behind the arch to avoid being attacked from afar.

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Area 2

This large chamber is dimly lit by a pair of everburning torches set in the wall sconces beside the Eastern door.

This room is empty apart from the magical torches.

Area 3

The larger room narrows to a small apse with a steel door set into unyielding stone. A blood-stained basin sits ensconced within the wall to the door's left. Above it rests a plaque reading "A pound of flesh to enter in.."

The door has a standard lock (DC 20 Disable Device). In an evil twist, Kemnon has done nothing magical to the door. Kemnon wants to see how far the PCs are willing to mangle themselves to proceed. The invisible magic eye he placed within the basin itself allows him to view the festivities.

Area 4

This nondescript hallway stretches off into the gloom to the right and left.

This is a hallway. It connects one room of the dungeon to another. What did you expect?

Area 5

The wooden door to this room is unlocked. On the other side of the room an open archway yawns into darkness beyond. The tell-tale spikes of a portcullis rotrude just slightly from the top of the arch. This small antechamber is empty, save for a scrap of parchment nailed to the frame of the archway. The parchment reads "Treasury." A large mound of bones is visible in the darkness beyond the arch.

The portcullis slams down and bars further entry to Area 6 should anyone enter the first 5 feet of Area 7, 8, or or 9. Any PC adjacent to the portcullis may attempt to jump through in either direction (DC 20 Reflex check). Failure indicates the target has been pinned (6d6 damage+3d6 a round). The portcullis may be lifted (DC 30 Strength check) to lift.

Area 6

This room has three identical chambers with narrow entrances but flare outward toward the back. All three alcoves are piled waist-high with fractured and damaged humanoid remains.

Area 6 itself is harmless.

Areas 7, 8, & 9

The piles of bones are horrifying when viewed at close range. While most are picked clean, some have the ragged remains of meat and even clothing hanging on through the rot. A single chest sits against the wall beyond the horrid mess.

When a PC breaches the first five feet into Areas 7, 8, or 9 without first channelling negative energy the pile of bones in that area animate into a bone golem and attack the intruder. Only one golem appears in each alcove and only when that alcove is triggered. The bodies of another 10th level three-man adventuring party lie mixed amongst the bones along with the rest of the room's treasures.

Bone Golem — CR 8

XP 4,800

hp 90 *(see Pathfinder® Roleplaying Game: Bestiary 3™)*

Treasure

Roll on the medium random treasure table 6 times and the major random treasure table 4 times *(see Table 15-2 in Pathfinder® Roleplaying Game Core Rulebook™).*

Area 10

The air wafting out of this offshoot from the main hall feels significantly warmer and much more humid than the surrounding dungeon. Stalagmites and stalactites abound, ranging in size from a few inches to nearly a foot long. A pedestal toward the back of the room stands three feet tall, crowned with a perfectly round ruby the size of an ogre's head.

The last 15x10 area in this "room" is actually the mouth of an enormous mimic. When a PC gets within five feet of the "gem," read the following:

The ruby shudders and spins on its base. As it turns, an enormous iris comes into view on its mottled surface. The eye focuses on you and blinks once as the floor and ceiling rumble and begin to gnash together!

Mimic Room — CR 11

XP 12,800

N Huge Aberration (Shapechanger)

Init +3; **Senses** Darkvision (60 feet); Perception +24

Defense

AC 17, touch 7, flat-footed 17 (-1 Dex, -2 size, +10 natural)

hp 172 (7d8+117)

Fort +12, **Ref** +5, **Will** +10

Defensive Abilities Immune acid

Offense

Speed 10 ft.

Melee Constrict (Mimic) +20 (3d6+19/20/x2) and Slam (Mimic) +21 (4d6+19/20/x2)

Space 15 ft.; Reach 15 ft.

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STATISTICS

Str 36, **Dex** 9, **Con** 26, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +24; **CMD** 33 (can't be Tripped)

Feats Improved Initiative, Improved Natural Attack: Slam (Mimic), Lightning Reflexes, Skill Focus: Perception, Snatch, Toughness +13, Weapon Focus: Slam, Combat Reflexes

Skills Bluff +13, Climb +23, Disguise +10, Fly -5, Knowledge (Dungeoneering) +8, Perception +24, Stealth -9, Survival +9

Languages Common

SQ Adhesive (DC 29) (Ex), Mimic Object (Ex)

SPECIAL ABILITIES

Adhesive (DC 29) (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coatd mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 29 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Bioluminescence (Ex) The mimic can choose to shed light from any part of its body, ranging in intensity from a soft glow like that of a candle (shadowy illumination in a 5–foot radius) to the full brightness of a torch (bright light in a 20–foot radius and shadowy illumination for an additional 20 feet). The mimic may duplicate any color of light it so desires, even creating multiple colors, and may cancel or resume use of this ability at will as a free action.

Darkvision (60 feet)

Mimic Object (Ex)

Snatch (Ex) The mimic can start a grapple if it hits with a bite attack.

Supple Shifter (Ex) The mimic can squeeze into a space as small as 1/4 its base size. Its reach increases by 5 feet and it gains Combat Reflexes as a bonus feat.

TACTICS

If prey should retreat, the mimic squeezes into the hallway to pursue in the hopes of cornering its meal. If any targets end up behind the mimic (in area 4) and deal damage to it, it spends a round squeezing to turn about in pursuit of the new target. Once the mimic has taken 100 points of damage, it decides it's had enough and does all it can (including shoving people aside and provoking attacks of opportunity) to get back to its hidey-hole in area 10. If cornered there, it fights to the death.

Area 11

This somewhat natural room tapers into another fork of the mine. Twenty feet beyond its entrance, a pile of rubble from a cave-in blocks the path.

The cave-in is impassable. Seriously. Don't try.

Area 12

This chamber stands in complete darkness until a small flame ignites toward the back. A torch flickers to life revealing a smallish man with a bullet-shaped helm and red tunic seated atop a massive chest.

This is Nodwick, a card-carrying member of the Henchman's Local 246. His former masters brought him along to carry their junk then ran off to get themselves murdered like a bunch of selfish jerks. Their final order (which he is contractually obligated to follow) was for him to remain in this room until their return. It's been about two months now, and he's started to get a little antsy. In the room there is also a hidden door at the eastern corner of the room (DC 15 Perception check) that can be bypassed with cunning or strength (DC 20 Disable Device or Strength Check). Nodwick knows it is there and might reveal its existence if persuaded.

The party will likely have questions. Use the following as a guide:

Who are you?

"My name is Nodwick. Who are you?"

Why are you in this dungeon?

"Brought here in the line of duty. My masters went ahead to kill some wizard, and I'm waiting for them to come back."

How long have they been gone?

"Lets see…what time of day is it out there? Alright, and we set out right after breakfast…sooo…about two months?"

How have you survived that long?

"This magical chest of holding had three months of supplies for a four man party, along with all their spare swag."

Can we have it?!

"I've never seen you before in my life. Shove off!"

Nodwick doesn't really think that there's much of a chance that his employers are still alive. In fact, for about a week or so he's been seriously considering just hoofing it back to the 246th, but isn't all that keen on leaving big piles of loot laying around. Therefore, it takes only a little persuasion (DC 15 Diplomacy check) to convince him to part with the goods. On a successful check, read the following:

"Well…given that my masters are more than likely dead, I guess you can have what's in the trunk. But I get to keep the box."

After everyone loots the contents of the Chest of Holding, Nodwick takes the empty trunk and heads back to the Henchman's Union hoping to follow up on an ad he remembers being posted just before he left on this trip. A group of Lawful Good adventurers with a fighter, cleric and wizard? How hard could it be?

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Area 13

This stunted hall leaves little room for maneuvering. The mine's claustrophobic walls seem to shrink in as you move ever closer to Kemnon's lair.

Two of Kemnon's elite zombies lurk just inside the passage. They have readied an action to charge the first person through the hidden door.

Kemnon's Elite – CR 6

2,400 xp

Male Human Fighter 5 Rogue 1

NE Medium Undead

Init +6; **Senses** Darkvision (60 feet); Perception +0

Defense

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +3 natural)

hp 45 (5d10+1d8+6)

Fort +4, **Ref** +5, **Will** +1

Defensive Abilities Bravery +1, Channel Resistance +4; DR 5/magic or slashing; Immune cold, electricity, magic missile, Undead Traits; Resist fire 10

Offense

Speed 30 ft.

Melee +1 Longsword +14 (1d8+13/19-20/x2) and Slam (Zombie, Juju) +6 (1d6+3/20/x2)

Special Attacks Sneak Attack +1d6

Statistics

Str 23, **Dex** 14, **Con -, Int** 10, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 23

Feats Cleave, Furious Focus, Improved Initiative, Outflank, Power Attack -2/+4, Precise Strike, Toughness, Weapon Focus: Longsword, Weapon Specialization: Longsword

Skills Acrobatics -2, Climb +19, Escape Artist -2, Fly -2, Intimidate +9, Ride -2, Sense Motive +9, Stealth +7, Swim +2

Languages Common

SQ Armor Training 1 (Ex), Trapfinding +1

Combat Gear +1 Longsword, Chainmail

Special Abilities

Armor Training 1; **Bravery** +1 (Ex); **Channel Resistance** +4; **Trapfinding** +1; **Undead Traits; Weapon Training**: Blades, Heavy +1

Furious Focus If you are wielding a weapon in two hands, ignore the power attack penalty for your first attack of each turn.*

Outflank Flanking bonus increases to +4 if the other flanker also has this feat, and ally gets an AoO if you score a critical hit against the target.*

Precise Strike +1d6 precision damage for melee damage if flanking the same target as an ally with this feat.*

Tactics

Kemnon's Elite were created by zombifying a successful and lethal band of sellswords that worked together for years prior to their demise. In death, as in life, they fight as a well-trained unit. The Elite attempt to flank their targets and refuse to blindly pursue if the party retreats. If the party tries to flee, the Elite take cover behind the door and wait for the opportune moment to strike. They fight until destroyed.

* *Pathfinder® Roleplaying Game: Advanced Player's Guide™*

Area 14

This cavernous chamber spreads out into the shadow, its ceiling stretching up into the blackness beyond your vision. Massive pillars stand evenly throughout the unwholesome chapel. A sinister throne, red as blood, stands near a door to the North, flanked by two treasure chests. A slender figure in black sits rigidly upon the throne, its fists clenching as you approach. At long last, this is the lair of Mort Kemnon, conqueror of the lands West of the Eventide, Consort to Demons and the Butcher of Westhaven.

A necromancer of surpassing might, Kemnon has consolidated his power in just under a month without donning the Mask of Death. While he has no love for the Hierophant of Therin (and plans to make a huecuva of the blasphemer when he and his legion march on Whitetower), their alliance of purpose keeps Kemnon secure in the knowledge that any paladin or priest of Therin raising a hand against him does so without the backing of divine power.

The interference of the PCst is a clear setback to his plans so Kemnon has little interest in conversation. He taunts them a bit, however, fulfilling his need for old-fashioned monologuing. To intimidate his foes, Kemnon casts a flashy spell making it look like he has stolen the party's divine powers. In actuality, this merely sends a magical message to the Hierophant that the heroes have arrived in Kemnon's lair. It is the Heirophant himself who cuts off any divine help to the PCs. Kemnon, of course, waits for the proper dramatic moment to cast his spell. Should the party avoid conversation, Kemnon casts the spell prior to any combat beginning.

The party will likely have questions. Use the following as a guide:

Mort Kemnon! (or some inferior greeting…)
"Uninvited guests." The dread necromancer grins horribly.

Your reign of terror ends here! By the light of Therin you shall fall.
"What good is the light of your goddess? She cannot help you… here." The necromancer's hands glow with pinkish light as he draws them apart. Any holy symbols of Therin fizzle and spark impotently as the connection between image and goddess is severed.

No! We're…
"Doomed."

If your players have matched you line-for-line through this scene, after the following dialogue, Luster may cast Web over the door to Area 14a, restraining the zombies on the other side for 8 rounds with automatic success.

A series of guttural groans and shouts come from a side passage. Three of Kemnon's elite troops charge toward the chapel.

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If the line-for-line continues:

Face us necromancer!

"Face my bodyguards…mortals." A trio of figures set out from behind Kemnon's throne. A warrior clad in plate. A rogue, daggers drawn. A cleric, staff at the ready. All with eyes glowing white. Wounds criss-cross their bodies but none bleed. These heroes dared to cross Kemnon and lost. Now they exist in eternal torment and give you a glimpse of your future, should you fail.

If your players continued to match line-for-line, award a *Greater Heroism* effect as cast by a level 20 wizard.

TURK – CR 10

XP 9,600

NE Medium Undead

Init +6; **Senses** Perception 0

DEFENSE

AC 36, touch 14, flat-footed 34

hp 75

Fort +8, **Ref** +5, **Will** +3

Defensive Abilities DR 5/magic and slashing; Channel Resistance +4, fire resistance 10. Immune to cold, electricity, and magic missile.

OFFENSE

Speed 30 ft.

Melee +2 Defending Battleaxe, 1d8+13 x3, +23/+18

Ranged Mwk Mighty Composite(+4) Longbow, 1d8+5 x3, 14/9

Space 5 ft.

STATISTICS

Str 25, **Dex** 12, **Con** –, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +17 (+19 for disarm); **CMD** 28 (30 vs disarm)

Feats Cleave, Combat Expertise, Improved Disarm, Shield Focus, Greater Shield Focus, Weapon Focus Battleaxe, Greater Weapon Focus Battleaxe, Weapon Specialization Battleaxe, Toughness, Step up, Improved Critical Battleaxe, Power Attack, Improved Initiative

Skills Climb +24, Indimidate +10, Survival +6, Swim +16

Languages Common

TREASURE

Amulet of Natural Armor +2; Belt of Physical Might, Str & Con +2; Ring of Protection +2; +3 Full Plate; +3 Heavy Wooden Shield; +2 Defending Battleaxe; Mty Comp Longbow (+4 str), 25 arrows

FASTIDION – CR 10

XP 9,600

NE medium humanoid (juju zombie) Cleric 10

Init +5; **Senses** Perception +8

DEFENSE

AC 23, touch 13 flat-footed 22

hp 62

Fort +8, **Ref** +7, **Will** +17

Defensive Abilities DR 5/magic and slashing; Channel Resistance +4, fire resistance 10. Immune to cold, electricity, and magic missile.

OFFENSE

Speed 30 ft.

Melee +1 Disruption Quarterstaff, 1d6+1, 10/5

Ranged +1 Undead Bane Light Crossbow, 1d8+1, 19-20x2, 9/4

Space 5x5

Special Attacks Channel Negative Energy 5d6, DC 18 4/day; Bleeding Touch (Melee touch +9 for 1d6 bleed damage for 4 rounds. DC 15 Heal check of magical healing stops); Touch of Evil (Melee touch +9 causes touched creature to become sickened. Creatures touched count as good for the purpose of spells with the evil descriptor. 11/day); Scythe of Evil (Give touched weapon the unholy weapon property for 4 rounds. 1/day)

STATISTICS

Str 14, **Dex** 12, **Con** 10, **Int** 14, **Wis** 26, **Cha** 13

Base Atk +7; **CMB** +7; **CMD** 19

Feats: Channel Smite, Improved Channel, Iron Will, Improved Iron Will, Lightning Reflexes, Selective Channeling, Improved Initiative, Toughness

Skills Appraise +15, Climb +10, Heal +21, Knowledge (Arcana) +9, Knowledge (History) +9, Knowledge (Nobility) +9, Knowledge (Planes) +9, Knowledge (Religion) +9, Perception +8, Sense Motive +21, Spellcraft +15

Languages Common, Celestial, Ignan

SQ Cleric Domains: Death and Evil

SPECIAL ABILITIES

Cleric Spells Known (CL 10, 7 melee touch, 7 ranged touch):

5 (3/day, DC 23)—*slay living x2*; *inflict light wounds, mass*; *commune*

4 (5/day, DC 22)—*poison*, *spell immunity* x2, *divination*, *unholy blight*, *summon monster IV*

3 (5/day, DC 21)—*protection from energy*, *speak with dead*, *animate dead*, *glyph of warding*, *helping hand*, *prayer*

2 (6/day, DC 20)—*death knell*, *augury*, *desecrate*, *silence*, *darkness*, *hold person*, *zone of truth*

1 (6/day, DC 19)—*protection from good x2*, *bane x2*, *entropic shield*, *sanctuary x2*

0 (at will, DC 18)—*bleed*, *read magic*, *detect magic*, *guidance*

TREASURE

+1 Undead Bane Light Crossbow, +1 Disruption Quarterstaff, +2 Mithral Light Fortification Chainmail, Amulet of Natural Armor +2, Headband of Inspired Wisdom +4, Ring of Protection +2

RENNARD – CR 10

XP 9,600

NE Medium Undead

Init 7; **Senses** ; Perception 13

DEFENSE

AC 25, touch 19, flat-footed 19

hp 62

Fort +4, **Ref** +15, **Will** +3

Defensive Abilities DR 5/magic and slashing, Channel Resistance +4, fire resistance 10. Immune to cold, electricity, and magic missile.

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Offense

Speed 30 ft.

Melee *Dagger of Subtlety* 1d4+3, 19-20x2, +17/+12. [+21/+16 vs flat footed]

Ranged *Dagger of Subtlety* 1d4+3, 19-20x2, +17 range 10 ft. [+21 vs flat footed]

Space 5 ft.

Special Attacks Sneak Attack 5d6+4

Statistics

Str 14, **Dex** 26, **Con** 10, **Int** 14, **Wis** 10, **Cha** 13

Base Atk 7; **CMB** +9; **CMD** 25

Feats Improved Initiative, Toughness, Combat Expertise, Improved Feint, Greater Feint, Skill Focus: Stealth, Stealthy, Weapon Focus: Dagger

Skills Acrobatics 25, Appraise 13, Bluff 14, Climb 23, Craft Traps 7, Disable Device 25, Disguise 14, Escape Artist 18, Intimidate 14, Perception 13, Sense Motive 14, Slight of Hand 19, Stealth 41, Use Magic Device 14

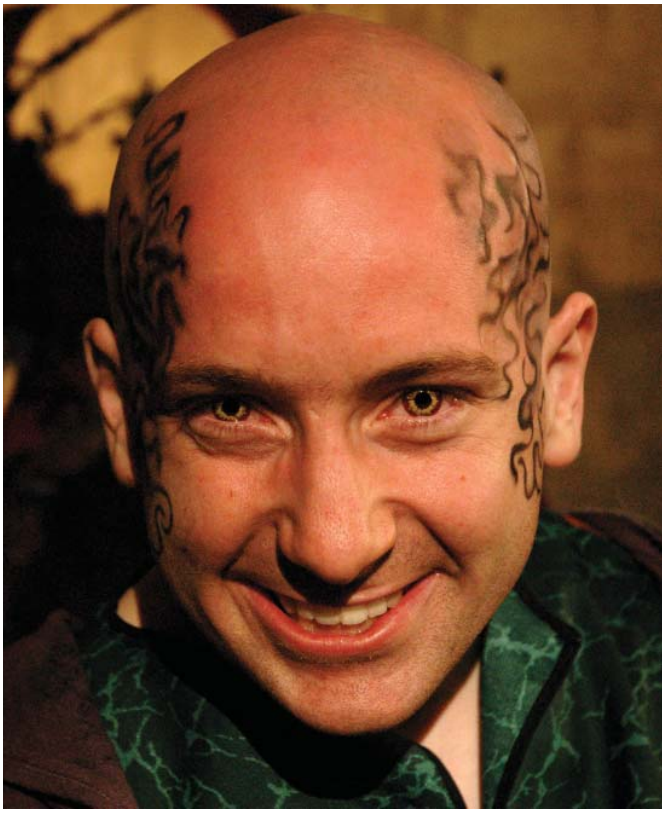
Languages Common, Draconic, Infernal

Special Abilities

Finesse Rogue, **Fast Stealth**, **Evasion**, **Improved Evasion**, **Uncanny Dodge**, **Improved Uncanny Dodge**, **Opportunist**, **Crippling Strike**, **Trapfinding**, **Trap Sense 3**

Treasure

*Dagger of Subtlety** (As *Sword of Subtlety* from CRB), *+2 Improved Shadow Leather Armor*, *Belt of Incredible Dexterity +2*, *Boots of Elvenkind*, *Minor Cloak of Displacement*, *Ring of Protection +2*, *Ring of Maniacal Devices*, *Bag of Holding (Type IV)*, *Wand of Cure Light Wounds* (31 charges), 4,526 gp



Mort Kemnon – CR 17

102,400 xp

Male Human Monk 3 Wizard 14

LE Medium Humanoid (Human)

Init +6; **Senses** Perception +25, Life Sight (14 rounds/day) (Su) Blindsight 10'+ to detect living and undead

Defense

AC 38, touch 33, flat-footed 26 (+5 armor, +6 Dex, +4 deflection, +1 dodge)

hp 89 (3d8+14d6+17)

Fort +11, **Ref** +17 [22 w/Mask], **Will** +21 (23 vs enchantment spells and effects)

Defensive Abilities Evasion

Offense

Speed 40 ft.

Melee Unarmed Strike +17/+12 (1d10+3/20/x2)

Special Attacks Flurry of Blows - 18/18/13, 2d6+3 [23/23/18 w/Mask]

Wizard Spells Known (CL 14, 10 melee touch, 15 ranged touch):

7 (2/day, DC 24)—*finger of death x2, grasping hand*

6 (4/day, DC 23, unless noted otherwise)—*circle of death x2; flesh to stone* (DC 22) *x2; heroism, greater* (DC 22)

5 (4/day, DC 21)—*hold monster, waves of fatigue x2, cone of cold, interposing hand*

4 (5/day, DC 20, unless noted otherwise)—*fear* (DC 21), *confusion, enervation x2, bestow curse* (DC 21), *crushing despair*

3 (5/day, DC 19)—*blink, magic circle against good, fireball, displacement, vampiric touch x2*

2 (6/day, DC 19)—*ghoul touch x4, touch of idiocy x3*

1 (6/day, DC 17, unless noted otherwise)—*true strike, chill touch* (DC 18), *magic missile, shield, burning hands x2*

0 (at will)—*mage hand x3, arcane mark*

Statistics

Str 12, **Dex** 16/22, **Con** 10, **Int** 19/23, **Wis** 16/20, **Cha** 11

Base Atk +9; **CMB** +11; **CMD** 38 [43 w/Mask]

Feats Acrobatic, Arcane Strike, Combat Reflexes (7 AoO/round), Dodge, Empower Spell, Improved Channel, Improved Unarmed Strike, Mobility, Monastic Legacy, Monk Weapon Proficiencies, Quicken Spell, Scribe Scroll, Spell Focus: Necromancy, Spring Attack, Step Up, Stunning Fist (7/day) (DC 23), Toughness +17, Turn Undead (9/day) (DC 19), Weapon Finesse,

Skills Acrobatics +30, Climb +20, Escape Artist +26, Fly +8, Heal +22, Intimidate +20, Perception +25, Sense Motive +25, Spellcraft +26, Stealth +26

Languages Abyssal, Celestial, Common, Draconic, Goblin, Infernal, Orc

SQ AC Bonus +7, Bonded Object: Ring of Protection, +4 (1/day) (Sp), Conjuration, Divination, Fast Movement (+10'), Grave Touch (9/day) (Sp), Life Sight (14 rounds/day) (Su), Maneuver Training (Ex), Necromancy, Still Mind (Ex), Stunning Fist (Stun) (Ex), Unarmed Strike (1d10)

Other Gear *Mask of Death**, *Amulet of Mighty Fists +2*, *Belt of Incredible Dexterity +6*, *Boots of Speed (10 rounds/day)*, *Bracers*

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of Armor +5, Cloak of Resistance +4, Headband of Mental Prowess INT & WIS +4: Spellcraft/Acrobatics, Ring of Protection +4, Monk's Robe

SPECIAL ABILITIES

Arcane School: Necromancy

Opposition Schools: Conjuration, Divination

Arcane Strike As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

Bonded Object: Ring of Protection, +4 (1/day) (Sp) Once per day, can cast any spell in spellbook for free

Combat Reflexes (7 AoO/round)

Empower Spell

Grave Touch (9/day) (Sp) Melee touch attack, shakes then frightens target.

Improved Unarmed Strike Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Still Mind (Ex) +2 to saves against enchantment spells and effects.

Stunning Fist (7/day) (DC 23) You can stun an opponent with an unarmed attack.

TACTICS

Three of Kemnon's Elite rush into the main chamber from Area 14a. If allowed out, they attempt to flank the PCs and aid the bodyguards.

Fastidion stands on the second step of the podium, frequently using his ability to channel negative energy to repair damage done to Turk and Rennard or harm the invaders. Turk stays near the cleric to defend him while Rennard slips off into the room's shadows. The rogue goes for the easiest prey first and, if the party moves to assist Rennard's target, Turk moves in for the flank.

While Mort Kemnon is not above getting his hands dirty he prefers the poetic injustice of sending his bodyguards, Rennard, Turk and Fastidion, against the invaders. He remains on his dais, overseeing the confrontation. Kemnon becomes involved only if a PC manages to strike him in combat. Should this happen, Kemnon targets the offending PC with Grasping Hand and sends a quickened Magic Missle against the PC nearest to him simply out of spite. The round after this attack, Kemnon casts Finger of Death against the PC who hit him and then steps back to watch the fight again. At a second direct attack, Kemnon retaliates the same way. The third direct attack is the last straw. Kemnon opens a Dimension Door to Area 15. There he retrieves the Mask of Death and returns 3 rounds later to join the fight directly. This will likely result in a TPK, so discretion is advised.

Should the PCs survive, the overconfident necromancer decides that the PCs have earned the right to die by his hand directly. He opens a Dimension Door, escaping to Area 15.

The hidden door out to Area 15 is behind a tattered crimson tapestry beside the throne (DC 15 Perception). Combined, the chests contain 30,000 gp worth of silver, gold and platinum.

Area 15

The overcast sky provides slim comfort after the long ascent up the dark tower steps. The wind whips across the flagstones sending a chill to your very bones. On a raised platform to one side rests the grisly skull of a large dragon, smoke oozing from its bony nostrils. Beside the skull rests a dark grimoire, a lock sealing its pages and eldritch writing across its inky black cover.

Mort Kemnon casts enhancement spells while he waits for the PCs to come to him, starting with Stoneskin, then Displacement, and finally Greater Heroism. When they finally arrive, he dons the Mask with a flourish and promises them that their end has come. (Told you. Dramatic and villainous)

Kemnon exults in the power of the Mask of Death, and makes heavy use of melee combat along with the rest of his magical arsenal. He takes the time to taunt his opponents, even going so far as to waste rounds of combat in so doing if they fare poorly.

The grimoire resting near the draconic skull is an evil item of great power, bonded to Kemnon's soul as part of the ritual that attunes him to the Mask. Should the tome be destroyed (AC 5, hardness 10, hit points 10, SR 19), the mystic backlash instantly blasts Mort Kemnon to –9 HP and sends the mask sprawling away.

A pair of mummies rest against the wall and intercept anyone who approaches the tome. Further, should Mort Kemnon notice anyone targeting the grimoire with any sort of attack or spell, he turns his full attention on them and attempts to end them in the most expeditious manner possible.

After the battle has ended, read the following:

As the necromancer lies beaten and dying, he grins and manages a weak chuckle. "You think you have beaten me?" he gasps. "You have only made him…more powerful…" His body begins fading from sight as he bursts into a full-bellied laugh that shows a startling amount of mirth for a man damned for all eternity.

Now that the party has defeated Mort Kemnon and secured the Mask of Death they must complete the journey back to Whitetower. When one inevitably considers wearing the Mask read the following:

An overwhelmingly powerful dark force surrounds you. You feel as if the Mask is waiting, watching, begging to be worn.

Should the PC follow through with putting the Mask on, ask for the appropriate Will save as given in the item description.

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Act 6 — Betrayal!

Scene 1: And Into the Fire

As is alarmingly usual for the type of quest you have completed, the journey back to Whitetower is largely uneventful. One evening, however, as you settle down for the evening, content in the knowledge of a job well done, your campfire flickers and flares. All at once, an image of the Grand Hierophant himself rises out of the flames. "We congratulate you on your victory," he says regally. "The land shall finally know peace now that you have obtained the Mask of Death. Quickly, now! Hand it over so we may rush it to the cathedral."

If the PCs hand it to him, read the following:

The Grand Hierophant smiles and offers his blessing before vanishing into the fire. In the following days, rumors and whisperings reach your ears. "King Erasmus has been put in his own dungeons," one man claims. "The Hierophant done took over the whole kingdom," says a barmaid. Some of the same faces you saw entering Whitetower only a short time ago are now headed in the opposite direction, searching again for refuge. One carter warns you in deep whispers, glancing about in obvious fear. "Inquisitors started knocking on doors, but now they're bashing them in! Anybody who speaks up is called a heretic and hanged outside the palace." Still others tell tales of the heroic adventurers who destroyed the dread necromancer and saved the kingdom. A wild-eyed miller whispers a tale of horror concerning a trio of sinister puppets…he may not be quite right in the head. Regardless, you have been named heroes of the realm and of the church. The people who tell these stories do so with a bit of apprehension and always do so a bit louder than absolutely necessary.

The gates of Whitetower itself are festooned with the banners of Therin's church. The blood red cloth does nothing to ease the shock at seeing heads mounted on spikes above the gates marked "Heretic."

All of the stories are true, for a change. Well, except for the puppet thing—what a rutting nutter! The Paladins under the Hierophant's control have fallen from Lawful Good to Lawful Neutral in alignment but retain their powers by the Hierophant's control of Therin through the Heart. Paladins who go against his orders remain Lawful Good but have lost all powers. The church proclaims this to be a sign of the Hierophant's truth and goodness.

If the PCs refuse him, read the following:

"This is treason!" shouts the Hierophant. "You have been corrupted by the Mask. How you shame Therin by allying with the darkness. If you would worship Death then do so at his side. The Light of Therin is withdrawn from you." A great emptiness sucks at the very souls of the party.

Here, the party has one chance to keep the Hierophant from stealing the Mask. It is not difficult to determine his intentions [DC 20 Sense Motive Check]. Have the PCs who succeed in sensing the Hierophant's motive roll an opposed Initiative check with him. If any PC wins the check, read section A below. If they all fail, read section B. In either event, follow it with section C.

A: A blast of light erupts from the Hierophant's outstretched hand, narrowly missing you as you grab the Mask. With a hateful scowl, he disappears into the fire.

B: A blast of light erupts from the Hierophant's outstretched hand and he disappears into the fire. When your sight returns you see only a charred spot where the Mask once lay.

C: The fire sparks and crackles with residual magic. From its spit above the flames, the roasted turkey cranes its headless neck toward your party. "Gobblegobblegobble!" it cries, and pulls itself free of the stake skewering its body. Flapping its tender and juicy wings, it leaps clear of the fire and stalks menacingly toward you.

All spellcasting and class abilities of divine casters with Therin as their patron deity are withdrawn. The turkey attacks either the character nearest to the fire or whomever the GM decides it would be the most fun to see mauled by their dinner. Once the turkey is defeated, unless utterly destroyed or disintegrated, it rises with the setting of the sun each day to haunt and terrorize the party with its delicious drumsticks. A Knowledge [Religion] check (DC 20) reveals that the combination of the Hierophant's hatred for the party and the evil aura of the Mask of Death created the beast. The only way to permanently defeat the abomination is to consume it, taking the essence of its evil and succulent meat into one's own body, absorbing the magical energies that give it life. Being chock full of horrible vitamins and minerals, the negative energy of the Evil Tryptophan affects the eater immediately. Evil or Undead consumers immediately gain the Terrible Turkey Trots, receiving a Haste bonus for 10 rounds. When a non-undead or evil PC eats the turkey, the Evil Tryptophan takes hold immediately causing the target to become Nauseated, Sickened and Fatigued. After a good night's sweat (2d6 hours), the target is no longer Nauseated. The Fatigued effect lasts for one day past the initial meal and Sickened lasts for 1d4 days. A portion of the turkey may be saved for leftovers. This acts as a potion and has only 1 use.

The Hierophant immediately dispatches the High Inquisitor and a squad of Paladins to arrest the party and/or forcibly remove the Mask from their possession.

Undead Turkey — CR 1

NE Tiny Undead

Init +9; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +10

Defense

AC 20, touch 17, flat-footed 15 (+5 Dex, +2 size, +3 natural)

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hp 5 (1d8+1)

Fort -2, **Ref** +5, **Will** +4

Defensive Abilities Channel Resistance +4; DR 5/magic or slashing; Immune cold, electricity, magic missile, Undead Traits; Resist fire 10

OFFENSE

Speed 10 ft., Flight (80 feet, Clumsy)

Melee Slam +7 (1d2)

Space 2.5 ft.; Reach 0 ft.

STATISTICS

Str 10, **Dex** 21, **Con** -, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +3; **CMD** 13

Feats Improved Initiative, Toughness +3, Weapon Finesse

Skills Climb +8, Fly +13, Perception +10, Stealth +13

TACTICS

The (sigh) undead turkey gobbles once before scampering out of sight and waiting for an opportunity to pick someone off. If "killed," the turkey rises again at the next sundown in the campfire of the party that created it.

Scene 2: We'll Burn that Bridge When We Come Back to It (D)

You approach the edge of the Bitternip ravine and see a new, temporary bridge crossing the gorge. Waiting for you is a man you immediately recognize: the Lord High Inquisitor. He is flanked by a squad of men in shining plate wearing the holy symbol of Therin. Raising an eyebrow he calls across the bridge. "Lay down your weapons and surrender. I offer no empty promises or second chances."

The temporary bridge is a ten-foot wide, rope and plank affair. The Inquisitor waits for a response from the party before attacking.

LORD HIGH INQUISITOR — CR 10

XP 9,600 (CR +1 for exceptional gear)

Male Human Inquisitor* 10

LN Medium Humanoid (Human)

Init +10; **Senses** Perception +19

DEFENSE

AC 28, touch 18, flat-footed 24 (+10 armor, +4 Dex, +4 deflection)

hp 74 (10d8+30); Judgement of Sacred Healing 4

Fort +10, **Ref** +7, **Will** +13

Defensive Abilities Judgement of Sacred Protection +3/+6; DR Judgement of Sacred Resiliency 3 (Chaos); Resist fire 10, Judgement of Sacred Purity +3/+6, Judgement of Sacred Resistance 8 (Fire)

OFFENSE

Speed 30 ft.

Melee +2 Keen Adamantine Dagger +12/+7 (1d4+6/17-20/x2) and +2 Wounding Dagger +12/+7 (1d4+6/19-20/x2)

Ranged Fire Bolt (Sp) +11 vs touch (1d6+5) (9/day) 30

Special Attacks Bane (+2 / 2d6) (10 rounds/day), Judgement of Sacred Destruction +4, Judgement of Sacred Justice +3 / +6, Judgement of Sacred Piercing +4, Judgement of Sacred Smiting (Magic, Law, Adamantine)

Spell-Like Abilities Detect Alignment (At will), Discern Lies (10 rounds/day)

STATISTICS

Str 14/18, **Dex** 15/19, **Con** 12/16, **Int** 12, **Wis** 19/23, **Cha** 12/16

Base Atk +7; **CMB** +11 (+13 Sundering); **CMD** 29 (31 vs. Sunder)

Feats Coordinated Defense, Double Slice, Improved Sunder, Improved Two-weapon Fighting, Outflank, Power Attack -2/+4, Precise Strike, Two-weapon Fighting, Weapon Focus: Dagger

Skills Acrobatics +2, Bluff +16, Climb +15, Diplomacy +7, Escape Artist +2, Fly +2, Heal +18, Intimidate +21, Knowledge (Arcana) +6, Knowledge (Dungeoneering) +6, Knowledge (Nature) +6, Knowledge (Planes) +8, Knowledge (Religion) +14, Perception +19, Ride +2, Sense Motive +11, Spellcraft +14, Stealth +15, Swim +2 Modifiers Monster Lore

Languages Celestial, Common

SQ Amulet of Inescapable Location, Fire Bolt (1d6+5) (9/day) (Sp), Inquisitor Domain: Fire, Ring of Retribution (1/day), Second Judgement (4/day) (Su), Solo Tactics (Ex), Teamwork Feat (change 6/day), Track +5

Combat Gear *+2 Keen Adamantine Dagger*, *+2 Wounding Dagger*, *+4 Righteous Mithral Chainmail*; **Other Gear** *Amulet of Inescapable Location, Belt of Physical Perfection +4, Headband of Mental Prowess WIS & CHA +4, Ring of Protection +4, Ring of Retribution (1/day)*

SPECIAL ABILITIES

Inquisitor Spells Known (CL 10, +11 melee touch, +11 ranged touch):

4 (2/day, DC 20)—*Discern Lies*; *Geas*, *Lesser*

3 (4/day, DC 19)—*Searing Light*, *Magic Circle against Evil*, *Cast Out**, *Prayer*

2 (6/day, DC 18)—*Castigate*, *Confess**, *Flames of the Faithful**, *Perceive Cues**, *Zone of Truth*

1 (7/day, DC 17)—*Detect Chaos*, *Cause Fear*, *Command*, *Sanctuary*, *Detect Evil* x2

0 (at will, DC 16)—*Detect Poison*, *Stabilize*, *Light*, *Detect Magic*, *Brand**, *Guidance*

Amulet of Proof against Detection and Location [actually Inescapable Location] This silver amulet protects the wearer from scrying and magical location just as a nondetection spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast nondetection on herself).

Bane (+2 / 2d6) (10 rounds/day) (Su) Make the weapon you are holding a bane weapon.

Coordinated Defense +2 CMD if you are adjacent to an ally with this feat.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Detect Alignment (At will) (Sp) Detect chaos, evil, good, or law at will.

Discern Lies (10 rounds/day) (Sp) Discern Lies at will

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Inquisitor Domain: Fire
Judgement of Sacred Destruction +4 (Su) Weapon Damage bonus.
Judgement of Sacred Healing 4 (Su) Fast Healing
Judgement of Sacred Justice +3/+6 (Su) Attack bonus
Judgement of Sacred Piercing +4 (Su) Concentration and vs. SR bonus
Judgement of Sacred Protection +3/+6 (Su) AC bonus
Judgement of Sacred Purity +3/+6 (Su) Save bonus
Judgement of Sacred Resiliency 3: Chaos (Su) DR/magic
Judgement of Sacred Resistance 8: Fire (Su) Energy Resistances
Judgement of Sacred Smiting (Magic, Law, Adamantine) (Su) DR bypass
Monster Lore +6 (Ex) +6 to Knowledge checks when identifying the weaknesses of creatures.
Outflank Flanking bonus increases to +4 if the other flanker also has this feat, and ally gets an AoO if you score a critical hit against the target.
Precise Strike +1d6
Ring of Retribution (1/day) Once per day, the wearer of this charred bone ring may, as an immediate action, cause it to detonate in a 30-foot-radius burst that deals 10d6 points of fire damage (Reflex DC 14 half). If the wearer is killed by the detonation, all magical equipment he carries must also save or take fire damage, and all nonmagical equipment takes this damage with no saving throw. This explosion never destroys the ring.
Second Judgement (4/day) (Su) Variable bonuses increase as the combat continues.
Solo Tactics (Ex) Count Teamwork feats as if your allies had the same ones.
Teamwork Feat (change 6/day) Swap your most recent Teamwork feat for another
Track +5

Therinite Paladin — CR 5

XP 1,600
LG Medium Human Paladin 6
Init +0; **Senses** Perception 1
Aura Courage

Defense

AC 23, touch 10, flat-footed 23
hp 41
Fort +8, **Ref** +4, **Will** +10

Offense

Speed 20 ft.
Melee +1 Merciful Longsword +10/+5 1d8+4
Ranged Mwk Light Crossbow 6/1 1d8
Space 5 ft.
Special Attacks Smite Evil (2/day), Divine Bond 1/day 6 minutes (Flaming property), Brilliant Shield - Anyone but the wielder within 20 feet must make a DC 14 reflex save of be blinded for 1d4 rounds. Usable 2/day.

Statistics

Str 16, **Dex** 10, **Con** 13, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +6; **CMB** +9; **CMD** 19
Feats Iron Will, Shield Focus, Turn Undead, Weapon Focus: Longsword
Skills Diplomacy +10, Handle Animal +8, Heal +9, Sense Motive +10, Spellcraft +5
Languages Commmon

Special Abilities

Divine Grace
Lay on Hands 3d6
Mercy (x2) Diseased Sickened
Channel Energy

Treasure

+1 Half Plate, +1 Blinding Shield, +1 Merciful Longsword

Tactics

The paladins of Therin fight back to back and take no needless risks in combat, trusting in the weight of their armor and strength of their shields to outlast their enemies.

In combat, the Inquisitor holds back to cast enhancement spells on himself before using his Bane ability on his Wounding dagger. He then attacks the most heavily armored party members with both of his blades. He uses his adamantine dagger to sunder the PC's shield, armor and weapon. He uses his Wounding dagger to make normal attacks, keeping his foe off-balance. The Inquisitor refuses to be taken alive.

If the party attempts to explain themselves, the Inquisitor does not heed a word unless the party's reputation has made an impact in Whitetower (**10+ Reputation points**). The Inquisitor uses the dogma of the church to support the Hierophant while privately beginning to doubt. The party may continue opposing the Inquisitor (3 opposing Knowledge [Religion] checks). Each successful argument against the Hierophant chips away at his resolve, while each failure steels him. Each successful argument gives the party a cumulative +2 bonus to the following Knowledge [Religion] checks. If the party succeeds on all three checks, the Inquisitor can be swayed (DC 25 Diplomacy check). Failing this, two successful checks and the final Diplomacy check causes the squad of Paladins to take up the party's cause. Each Diplomacy check DC is reduced by 1 each Reputation Point the party has earned beyond 10 (Reputation of 11=DC 24, Reputation 12=DC 23, etc).

If the party convinces the Paladins alone to turn on the Hierophant, they attempt to arrest the Inquisitor. The Inquisitor becomes hostile and fights to the death. Regardless of whether the Inquisitor survives or not, the remaining Paladins escort the PCs back to Whitetower. **Reputation Points: 5 for swaying the Inquisitor, 2 for swaying the Paladins.**

Scene 3: All Along the Whitetower

You journey swiftly back into the King's lands. As you go, you notice signs of decay that were not there when your adventure began. You arrive in Whitetower to find the cathedral guarded by Paladins.

All of the Hierophant's Paladins are on high alert. Many doubt the morality of their orders but are cowed under threats from the hierarchy. The Reputation of the party has a great deal to do with his success or failure in his propaganda.

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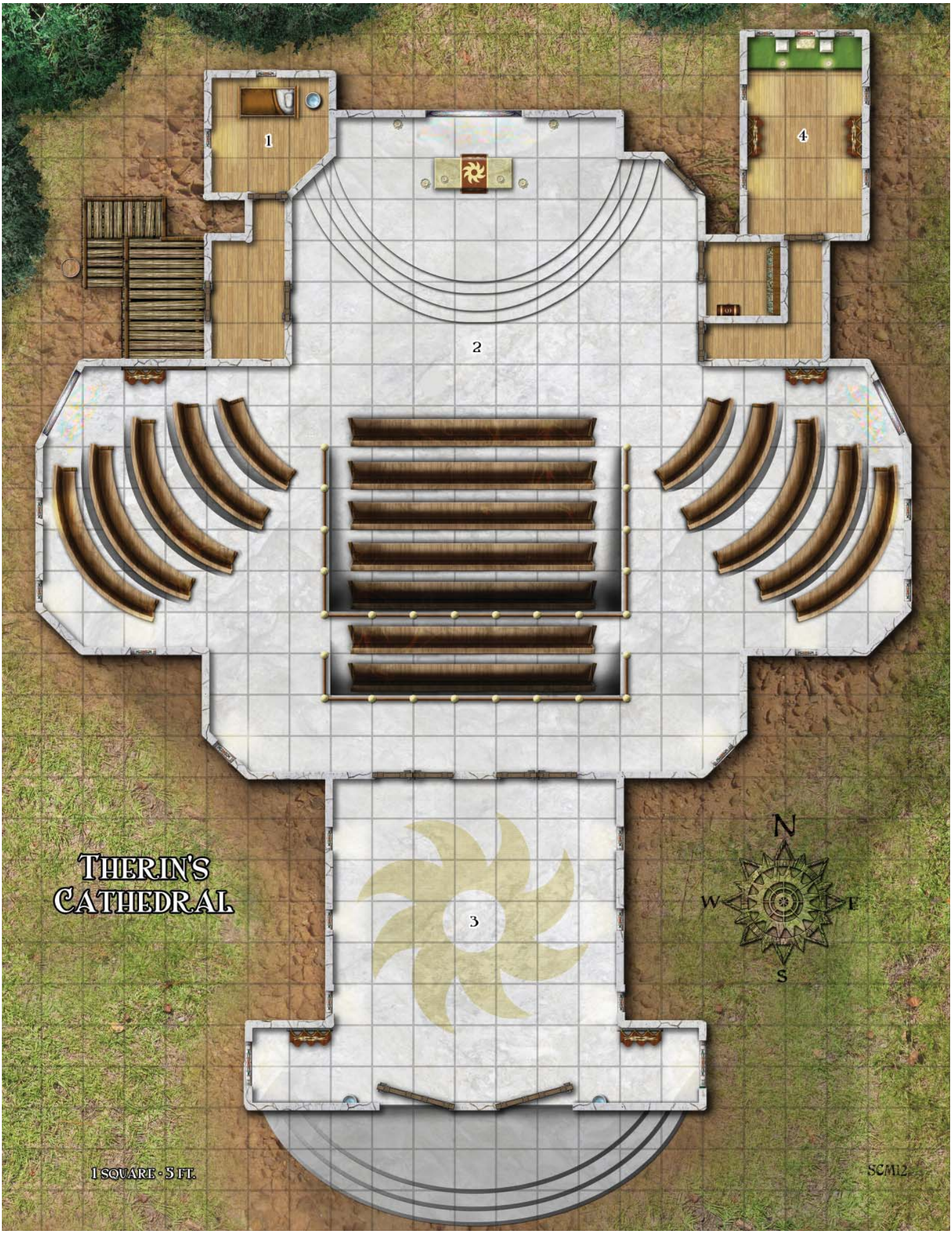

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Reputation Markers

0 points = NPC commoners have an initial attitude of Unfriendly, while paladins and the city watch have an attitude of Hostile.

1-5 = NPC commoners have an initial attitude of Indifferent, while paladins and the city watch have an attitude of Hostile.

6-10 = NPC commoners have an initial attitude of Friendly, while paladins and the watch have an attitude of Unfriendly

11-15 = NPC commoners have an initial attitude of Helpful, while paladins and the watch have an attitude of Indifferent

16-19 = NPC commoners have an initial attitude of Helpful, while paladins and the watch have an attitude of Friendly

20 = NPC commoners have an initial attitude of Helpful, while paladins and the watch have an attitude of Helpful

If the commoners have an attitude of Friendly they turn a blind eye to the party's entrance into Whitetower and not report them to the watch or Paladins. If the commoners have an attitude of Helpful they help disguise the party and sneak them into the cathedral to confront the Hierophant. If the watch and the Paladins have an attitude of Friendly they look the other way as the party infiltrates the cathedral. If the watch and Paladins have an attitude of Helpful they rally around the party and help overthrow the Hierophant. In this case, award an additional 10,000 XP.

Scene 4: Therin's Cathedral

Area 1 (Outside)

The back door to the cathedral stands shaded by verdant trees. A pair of Paladins and a Cleric guard the entrance.

Bill the Cleric (LG Cleric 8) guards the door despite having no idea who he guards it from. It is relatively easy to Bluff past him and into the cathedral itself (Bluff vs Sense Motive 10).

If the party helped Rudz to defeat the bulettes in Act 1, read the following:

A sharp whistle draws your attention to the white raven perched in a nearby tree. "Rotting sod, am I ever glad to see you folks!" Rudz flaps over and lands on a decaying stump. "Ever since I got back, the Hierophant has been acting weird! Like, brain-worms weird! He's been holed up in his study around back while the paladins work around the clock to guard this place. He's gotta have fifty—maybe sixty paladins crammed into that sanctuary—armed to the teeth and ready to fight to the death!" He pauses to preen his feathers. "Yup, I pity the poor saps who try to sneak in there. World of hurt—that's what they'd be in for. Unless…well, I suppose if they had a guy on the inside—someone who knew how to get them into the Hierophant's study without being seen—then they might stand a chance. I mean, I might know a way in, but that's taking on quite a risk!" He shakes his head. "No, no—I couldn't possibly do it…for less than (twice what the party received for fighting the bulettes—either 20 or 40 platinum)."

If the party accepts:

"Lovely doin' business with you folks. Just drop the coins in the stump, I'll have Winnie fish 'em out later. Let's fly!" Rudz takes to the air and leads the party around to the rear of the cathedral. A row of tall, frosted windows marks the site of the Hierophant's private study. Rudz disappears through an open transom, and a moment later one of the glass panels swings to the side. Rudz pops his head out and calls to the party. "If anyone asks," he squawks over a shoulder as he soars into the sky, "we've never met!"

The party jumps directly to Area 4, bypassing the rest of the cathedral.

If the party declines:

Rudz throws up his wings in frustration. "Fine," he squawks, "keep your coin! Spend it on a sturdy casket and a plot with a view of the sea!" He flaps off into the trees, muttering, "Lousy tight-pursed buncha rumpwits!"

Area 1 (Inside)

Stairs wind up into the cathedral's infirmary. A plush couch rests against the back wall of the room with a basin of holy water near the head. The entire place has a warm, welcoming feeling.

The infirmary is used primarily for resurrections and long-term healing. Two Handmaidens of Therin (Cleric 13) occupy the room at all times. They have taken the traditional vows of non-violence and chastity and do not participate in any combat. Their first priority is protecting the sick but flee if in serious danger.

Area 2

Masterful mosaics depicting celestial beings decorate the alabaster walls of the main sanctuary. These powerful works of art look down on the faithful of Therin day and night. Arena-style seating sweeps upward in the transept with a choir standing on a central dais. The domed ceiling fifty feet above creates a haunting acoustical effect, projecting the beautiful song throughout the entire cathedral. An altar dominates the center of the northern apse atop of fifteen-foot staircase. Behind the altar, an enormous stained-glass window depicts the goddess Therin smiling down on her congregation.

The sanctuary is constantly occupied by 20-50 faithful at any given time. Low ranking clergy (level 4 or lower) mingle amongst them at 1/10th their number. If the party does not act overtly hostile the crowd will not immediately recognize them. Should the party address the people, the reaction to any questions or demands is consummate with the heroes' Reputation score.

Area 3

Sturdy ironwood doors dominate the small plaza before the cathedral. Beyond them lies the spartan narthex of the church of Therin. Penitents wander in and out of the entrance past six Paladins and two Clerics who search each face carefully as they enter the holy temple. The faithful inside doff their cloaks and hats in respect as they enter the greater sanctuary.

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The paladins and clerics watching the front door are better informed than Bill and, if they have not been made friendly, attempt to arrest and subdue the party (peacefully at first) and bring them before the Hierophant stripped of weapons or magical items.

Area 4

The Hierophant's private study is a miniature version of the grand sanctuary used for personal meetings and prayer sessions. A warm mixture of natural light, stained-glass shadows and candlelight illuminate the hardwood floors and ivy walls. A humble altar stands on a single step, a cloth bearing the goddess' symbol draped across its marble surface. The Hierophant turns towards you, and—

If the Hierophant does not have the Mask, read section A below. If the Hierophant has the Mask, read section B below.

A: …nervously licks his lips.

"Do not presume to judge our actions," he spits angrily. How could you ever understand? Before the threat of Mort Kemnon, the people turned their backs on Therin. They became complacent. Unholy. By depriving them of their goddess, I have rekindled their faith. Their fear of Death drives them into the saving light of Therin! The king would not have understood, and so we…I…did what had to be done As I do now!"

The Hierophant then initiates combat immediately(see below). He fights until incapacitated.

B: …offers a benign smile while holding the dreaded Mask in hand. "Ah!" he says cheerfully by way of greeting. "Uninvited guests."

If the party simply attacks, he puts the Mask on as a free action before initiating combat as outlined below. If not, the party may have questions. Use the following as a guide:

Give us the Mask!

"And why would we do this?" asks the Hierophant. He seems genuinely curious.

It must be destroyed!

"My dear child, why would I wish the Mask destroyed…?" He remains nonplussed.

It is evil! It must be destroyed for the glory of your goddess.

His eyes light up as though he finally understands the confusion.

"It is for the glory of our goddess that we shall wear the Mask! How can you not understand? Before the threat of Mort Kemnon, the people turned their backs on Therin. They became complacent. Unholy. By depriving them of their goddess, I have rekindled their faith. Their fear of Death drives them into the saving light of Therin!"

When the king finds out what you've done…!

"The king?" He screws up his nose in distaste. "The king would not understand. Now I rule. As king, as hierophant, and as avatar of our goddess!"

The Hierophant dons the Mask with a flourish.

"I brought peace to these unworthy lands. I resurrected the glory of the Light. And only I am deserving of the power of Therin! Now kneel before your new god!"

The Hierophant initiates combat with Greater Command, demanding that all kneel before him, before continuing with combat as outlined below. If the party has completed the line-for-line successfully they receive the effect Greater Heroism for the remainder of the encounter.

COMBAT

The Hierophant summons greater fire elementals via Summon Monster VIII to hold the party at bay while he blasts away with all the spells under his command. All of the Hierophant's spells are greatly enhanced due to the power of the Heart of Therin, and even more so if he wears the Mask.

SPECIAL

If the Hierophant wears the Mask, his loss of sanity coupled with the proximity of the evil artifact triggers an unforeseen reaction in the Heart of Therin. Any especially perceptive or pious characters may notice (DC 15 Perception check, modified by GM's whimsy) how the illumination from the Heart of Therin seems to flash and fluctuate, as though somehow struggling against itself. A subsequent Knowledge [Religion] check (DC 15) reminds the PC that the only thing that can contain the power of a deity is a prison of their own element.

Should an act of exceptional piety take place (singing a hymn or saying a prayer to Therin rather than acting in combat), Therin asserts her muted divine might for a single round, instantly cancelling all ongoing effects cast by the Hierophant as well as ending his summons and knocking him prone. If combat continues after this round, the Hierophant must spend a standard action to get to his feet before resuming battle without the benefit of the Heart of Therin, now lying discarded near the altar.

If the Heart of Therin is broken, (Sunder attempt vs CMD 25, Hardness 5, HP 10, or struck by a missile weapon vs AC 22 if the Hierophant is prone) the goddess emerges in a flash, whisking the Hierophant away to an unknown location before she appears before the party.

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Grand Hierophant, Rhaimhim the Fifth

XP 76,800

Male Human Cleric 16

NG Medium Humanoid (Human)

Init +4; **Senses** Perception +9

Defense

AC 21, touch 14, flat-footed 21 (+4 armor, +3 natural, +4 deflection)

hp 100 (16d8+16)

Fort +10, **Ref** +5, **Will** +19

Defensive Abilities DR 5/evil; Resist fire 30

Offense

Speed 30 ft.

Melee Unarmed Strike +11/+6/+1 (1d3-1/20/x2)

Special Attacks Sun's Blessing

Statistics

Str 8, **Dex** 10, **Con** 10, **Int** 15, **Wis** 22/28, **Cha** 16/22

Base Atk +12; **CMB** +11; **CMD** 25

Feats Careful Speaker, Combat Casting, Deceitful, Improved Counterspell, Improved Initiative, Silent Spell, Still Spell, Toughness +16, Turn Undead (DC 24)

Skills Bluff +24, Diplomacy +14, Disguise +8, Knowledge (History) +15, Knowledge (Nobility) +15, Knowledge (Planes) +15, Knowledge (Religion) +17, Sense Motive +15, Spellcraft +21

Languages Abyssal, Celestial, Common

SQ Aura (Ex), Cleric Channel Positive Energy 8d6 (9/day) (DC 24) (Su), Cleric Domain: Fire, Cleric Domain: Sun, Fire Bolt (1d6+8) (12/day) (Sp), Nimbus of Light (16 rounds/day) (Su), Spontaneous Casting

Combat Gear Mithral Shirt; **Other Gear** *Amulet of Natural Armor +3, Headband of Mental Prowess WIS & CHA +6, Mantle of Faith, Greater Ring of Fire Resistance, Ring of Protection, +4, The Heart of Therin**

Special Abilities

Cleric Spells Known (CL 16, 11 melee touch, 12 ranged touch):

8 (3/day, DC 27)—*summon monster VIII* x2, *fire storm*, *sunburst*

7 (4/day, DC 26)—*inflict serious wounds, mass*; *restoration, greater*; *sunbeam*, *destruction*, *repulsion*

6 (4/day, DC 25)—*fire seeds, heal x2, harm* x2

5 (6/day, DC 24)—*break enchantment*; *spell resistance*; *flame strike x3*; *command, greater*; *true seeing*

4 (6/day, DC 23)—*inflict critical wounds x2*, *poison*, *restoration*, *dismissal*, *sending*, *fire shield*

3 (6/day, DC 22)—*searing light*, *fireball*, *daylight*, *dispel magic*, *continual flame*, *magic circle against chaos*, *remove blindness/deafness*

2 (6/day, DC 21)—*make whole*, *heat metal*, *enthrall x2*, *aid*, *silence*, *undetectable alignment*

1 (7/day, DC 20)—*protection from chaos*, *detect chaos*, *comprehend languages*, *command*, *endure elements*, *bless x2*, *detect evil*

0 (at will, DC 19)—*purify food and drink*, *light*, *detect magic*, *guidance*

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Careful Speaker +2 bonus on some Bluff checks and some Will saves

Cleric Channel Positive Energy 8d6 (9/day) (DC 24) (Su)

Cleric Domain: Fire, Sun

Fire Bolt (1d6+8) (12/day) (Sp) 30' Ranged touch attack deals 1d6+8 Fire damage.

Improved Counterspell Use a spell of the same school 1+ levels higher to Counterspell.

Nimbus of Light (16 rounds/day) (Su) 30'r aura of daylight deals 16 damage to undead per round and dispels [Darkness] spells.

Sun's Blessing (Su) +16 to channel positive energy's damage to undead.

* Custom Content

CONCLUDING THE ADVENTURE

If the party frees Therin, read the following:

In a glowing aura, the goddess Therin appears before you and simles gently. "Rise, my children," she says calmly. "You have freed me from my prison and have my thanks. Go forth, heroes, and spread light to the dark places of the world." An aura of white light glows around each of you. When it is gone, so is Therin. Each of you feels somehow changed, improved. You have saved the kingdom and restored peace. Or, have you?

If the party did not free Therin, read the following:

The king, flanked by Floppenwrist, congratulates you on successfully defeating the evil Mort Kemnon and saving the realm. After presenting you with your reward he wishes you well on your journey and hopes to meet you again under better circumstances.

A few days later, a celebration starts in the city square. A lowly cleric, usually relegated to guard duty, has been elevated to the position of Hierophant. It seems that he found the old Hierophant's staff shortly after your battle, dropped it and shattered the topaz, thus freeing Therin herself from her imprisonment. Bill the First, Hierophant of Therin promises to usher in a new era for the people of Whitetower and the faithful of Therin throughout Fartherall. Knowing the realm is in the good hands of Erasmus and Bill, you feel secure in the knowledge that you have saved the kingdom and restored peace. Or, have you?

If the party freed Therin, award them an additional 10,000 XP for freeing Therin from her prison. The goddess bestows her blessings upon the party. As long as the PCs are—and remain—of any Good alignment, they receive a permanent *Bless* effect. Therin also gives a boon to each player. Choose from the following list as appropriate for your group:

Wish spell **A Free Level** **A Re-Level**

Divinely Appointed Title *(any Cleric of Therin can be offered the title of Hierophant if she wishes to give up the adventuring life)*

Any equivalent gift *(non-material) up to the GM's discretion*

Whether or not the party freed Therin, the King declares the PCs heroes of the realm and holds true to his word, giving them whatever reward promised, + an additional 200 gp for each point of Reputation they've accumulated over the course of the adventure.

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Brother Silence

This (decidedly human) monk moves with a self-assured grace and has little patience for overlong conversations. His bright, orange robes show him to be a warrior of the sun goddess, Therin, never shy about taking combat directly to the heart of all evil. The morality of his methods for rooting out darkness may come into question, but, as the record will clearly show, he has yet to break a single rule.

Not an Elf | Monk (Therin) 9 | LN

Init +4; **Senses** Perception +15

STATISTICS

STR 18 +4 [20] +5
DEX 16 +3 [18] +4
CON 15 +2 [17] +3
INT 13 +1
WIS 16 +3
CHA 9 -1

Base Atk +6/+1; **CMB** 14 (monk level 9, str 5); **CMD** 28 (10+CMB, dex 4, misc 0)

Feats Words of the Master*, Focused Stunning*, Deflect Arrows, Desperate Battler, Improved Trip, Dodge, Mobility, Weapon Focus: Unarmed Strike, Toughness

Skills Acrobatics +16, Climb +13, Escape Artist +14, Intimidate +7, Perception +15, Sense Motive +15, Stealth +16

DEFENSE

AC 27 (10+ dex 4, armor 4, shield, natural, deflection 2, misc 7), flat footed 20, touch 24

hp 74

Fort +9, **Ref** +10, **Will** +9

OFFENSE

Speed 60 ft

Melee Unarmed strike -13/8, 2d6+6 (x2) OR Flurry of blows -14/14/9/9, 2d6+6 (x2)

Special Attacks Stunning Fist DC 17, 10/day

Ki points 7

Special Attacks +1 to attack and damage when not within 10 feet of any allies

CLASS/RACIAL/EXTRAORDINARY/SUPERNATURAL ABILITIES

AC bonus, Flurry of blows, Stunning fist, Unarmed strike, Improved evasion, Fast movement, Maneuver training, Still mind, Ki pool (magic), High jump, Purity of body, Slow fall 40 ft, Wholeness of body

GEAR

Amulet of Mighty Fists +1, *Belt of Physical Perfection +2*, *Bracers of Armor +4*, *Ring of Protection +2*, *Monk's Robe*, *Type III bag of holding*, Tent, Bedroll, 30 days of rations, 10 foot pole

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Daphne

Mistaking this charismatic warrior's willingness to negotiate for weakness often proves a fatal error. While she may be weak of arm, the lethal accuracy of her spear thrusts earned her a reputation as one of deadliest fighters in the land.

Human | Fighter (Therin) 9 | LG
Init +9; **Senses** Perception +11

STATISTICS

STR 10 –
DEX 17 +3 [21] +5
CON 10 –
INT 19 +4
WIS 14 +2
CHA 16 +3
Base Atk +9/+4; **CMB** +9; **CMD** 24
Feats Improved Initiative, Weapon Finesse, Weapon Focus (spear), Weapon Specialization (spear), Persuasive, First Strike*, Expanded Critical*, Critical Momentum*, Precision Strike*, Speardancer*
Skills Acrobatics +14, Appraise +7, Bluff +12, Diplomacy +14, Heal +11, Intimidate +15, Knowledge [arcana] +5, Knowledge [dungeoneering] +5, Knowledge [history] +5, Knowledge [local] +5, Knowledge [nobility and royalty] +5, Knowledge [religion] +5, Perform [dance] +5, Perception +11, Sense Motive +11

DEFENSE

AC 24 (10+ 5 dex, 6 armor, 2 natural, 1 deflection), flat footed 19, touch 17
hp 45
Fort +6, **Ref** +8, **Will** +7 (+2 on saves vs fear)

OFFENSE

Speed 30 ft
Melee +2 Spear - 19/14, 1d8+6, 12-20x3
Ranged +2 Spear - 19/14, 1d8+6, 12-20x3 (thrown range- 20 feet)

CLASS/RACIAL/EXTRAORDINARY/SUPERNATURAL ABILITIES

Bravery +2, Armor Training 2, Weapon Training - Spears [+2 on attack and damage], Weapon Training - Blades, Light [+1 on attack and damage]

GEAR

Belt of Incredible Dexterity +4, *Amulet of Natural Armor +2*, *Ring of Evasion*, *Ring of Protection +1*, *+2 Chain Shirt*, *+2 Spear*, Tent, Bedroll, 10 days of rations, 145 gp

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Flynn the Fine

A jovial chap in brightly hued garb, Flynn wears his snug little tights as only a real man can. While he is an accomplished minstrel, it's rather safe to assume he is not in it strictly for love of the art. The wenches can't keep their hands off a musician!

Human | Bard (Therin) 9 | N
Init +3; **Senses** Perception +4

STATISTICS

STR 12 +1
DEX 16 +3
CON 9 –
INT 14 +2
WIS 10
CHA 22 (26) +8
Base Atk +6/+1; **CMB** +7; **CMD** 20
Feats Combat Casting, Extra Performance, Lingering Performance, Seductive*, Skill Focus; Perform (string), Weapon Finesse
Skills Acrobatics +7, Appraise +7, Bluff [Versatile Performer - 20], Climb +6, Diplomacy [Versatile Performer - 20], Disguise +12, Escape Artist +10, Intimidate +12, Knowledge [arcana] +10, Knowledge [dungeoneering] +10, Knowledge [engineering] +10, Knowledge [geography] +10, Knowledge [history] +10, Knowledge [local] +10, Knowledge [nature] +10, Knowledge [nobility and royalty] +10, Knowledge [planes] +10, Knowledge [religion] +10, Linguistics +6, Perception +4, Perform [String instrument] +20, Perform [Sing] +17, Sense Motive 0 [Versatile Performer - 17], Sleight of Hand +10, Spellcraft +14, Stealth +15, Use Magic Device +19
Languages Common, Goblin

DEFENSE

AC 18 (10+ 3 dex, 4 armor,1 deflection), flat footed 15, touch 14
hp 31
Fort +2, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft
Melee +1 rapier - 10/5, 1d6+2, 18-20x2
Ranged Shortbow - 9/4, 1d6, x3 crit. Range: 60 feet

CLASS/RACIAL/EXTRAORDINARY/SUPERNATURAL ABILITIES

Bardic knowledge, Bardic performance, Countersong, Distraction, Fascinate, Inspire courage +2, Inspire competence +3, Suggestion, Inspire greatness, Versatile performance (song and string), Well-versed, Lore Master, Dirge of Doom

SPELLS

Spells per day Level 1—7, Level 2—6, Level 3—5
Spells Known

0 (DC 18)—*dancing lights, ghost sound, light, mending, prestidigitation, open/close*
1 (DC 19)—*alarm; charm person; confusion, lesser; expeditious retreat; silent image*
2 (DC 20)—*allegro***, blur, enthrall, sound burst*
3 (DC 21)—*confusion, cure serious wounds, jester's jaunt**, see invisibility*

GEAR

+1 rapier, *Feathered Cap of Alluring Charisma +4*, *Ring of X-Ray Vision*, Masterwork Mandolin, 2 vials containing 20 doses of rare cologne (Each dose lasts 3 hours and gives a +2 circumstance bonus to Diplomacy against creatures who are (or could be) sexually attracted to the wearer.), *Ring of Protection +1*, *Mithral Shirt*, Shortbow (20 arrows), Hatchet, Grappling hook, 50 feet of rope, 20 days of rations, Bedroll, Tent

OPTIONAL RULE: FIFTY FLYNNS

If Flynn dies—and the GM thinks is would be funny, rather than dramatic—an exact copy of Flynn enters play 1d4 rounds later in a random safe square determined by the GM. This ability may be used up to 50 times.

OPTIONAL OPTIONAL RULE: MOUND OF DEAD BARDS

If Flynn dies seven times in a single encounter, a Mound of Dead Bards forms on the spot of his most recent demise. Treat the Mound as a Large sized object. Any additional dead Flynns immediately transfer to the mound. The mound has Hardness 3 and HP equal to 5x the number of dead Flynns that compose it. If used for cover, the mound grants Total Concealment and SR 15 + the number of dead Flynns that compose it. This much concentrated charisma cannot long be contained on the Prime Material, and the mound dissipates into nothingness at the end of the encounter.

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Luster

A statuesque beauty with intense sociopathic tendencies and gender-confusion issues, Luster cares not a whit for the well-being of any commoner foolish enough to stand in her way (even if they didn't mean to be standing there and would gladly move if asked). A wild mage of formidable power, Luster rightly unnerves anyone who she has known personally.

Human | Wizard 9 [Wild Mage archetype*] | C(?)
Init +4; **Senses** Perception +11

STATISTICS

STR 9
DEX 18 +4
CON 15 +2
INT 22 [26] +8
WIS 11
CHA 17 +3
Base Atk +4; **CMB** +3; **CMD** 17
Feats Arcane recollection*, Arcane Strike, Eschew Materials, Exotic Weapon Proficiency - Hand Crossbow, Spell Penetration, Greater Spell Penetration, Skill Focus: Stealth, Scribe Scroll
Skills Bluff +12, Intimidate +12, Knowledge [arcana] +15, Knowledge [dungeoneering] +15, Knowledge [engineering] +10, Knowledge [geography] +10, Knowledge [history] +10, Knowledge [local] +10, Knowledge [nature] +13, Knowledge [nobility] +15, Knowledge [planes] +14, Knowledge [religion] +12, Linguistics +12, Sleight of Hand +13, Spellcraft +17, Stealth +16

DEFENSE

AC 20 (10+ 4 dex, 4 armor, 2 deflection), flat footed 16, touch 16
hp 54
Fort +5, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft
Melee Dagger: +3 to hit, 1d4-1
Ranged +1 Hand Crossbow: +9 to hit, 1d4+1

CLASS/RACIAL/EXTRAORDINARY/SUPERNATURAL ABILITIES

Wild Magic*

SPELLS

Spells per day Level 1—6, Level 2—6, Level 3—5, Level 4—4, Level 5—2
Spells Known
0 (4/day; DC 18, unlimited casting)—*ray of frost, spark**, dancing lights, mage hand*
1 (6/day, DC 19)—*feather fall, shield, corrosive touch***, magic missile, memory lapse**, burning hands, gravity bow***
2 (6/day, DC 20)—*acid arrow, arrow eruption**, web, scorching ray, levitate, knock*
3 (5/day, DC 21)—*flame arrow, gentle repose, halt undead, lightning bolt, fireball*
4 (4/day, DC 22)—*dimension door, flaming hand of fiery doom*, stoneskin, animate dead, phantasmal killer*
5 (2/day, DC 23)—*dominate person, lightning arc***, transmute rock to mud*

GEAR

+1 Hand Crossbow [50 bolts]; Dagger; *Ring of Protection +2, minor spell storing*; *Bracers of Armor +4*; *Earrings of Vast Intelligence +4 [Bluff/Stealth]*; *Boots of the Winterlands*; Spellbook; 150 gp

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Sir Osric The Chaste

This shining beacon of righteous law prominently displays the holy symbol of Therin on his tabard, marking him as a paladin in her service. In spite of his straight posture and impeccable manners, he seems somehow beleaguered.

Human | Paladin (Therin) 9 | LG
Init +2; **Senses** Perception +11

STATISTICS

STR 18 +4
DEX 12 +1
CON 15 +2
INT 13 +1
WIS 12 +1
CHA 18 +4
Base Atk +9/+4; **CMB** +13; **CMD** 24
Feats Shield Focus, Extra Mercy, Extra Lay on Hands, Turn Undead (DC 18), Combat Expertise, Covering Defense
Skills Craft [carpentry] +6, Diplomacy +10, Handle Animal +8, Heal +12, Knowledge [nobility] +11, Knowledge [religion] +11, Profession [architect] +6, Ride +5 [-1 w/armor], Spellcraft +7

DEFENSE

AC 29 (10+ 1 dex, 11 armor, 5 shield, 2 natural), flat footed 28, touch 11
hp 77
Fort +12, **Ref** +8, **Will** +11

OFFENSE

Speed 20 ft
Melee +2 Keen Longsword—15/10, 1d8+6, 17-20x2
Ranged Masterwork Light Crossbow—11/6, 1d8, 19-20x2, Range 80 feet

CLASS/RACIAL/EXTRAORDINARY/SUPERNATURAL ABILITIES

25% chance of negating critical or sneak attack damage
Immune charm, fear, disease
Smite Evil—3 times per day
Lay on Hands—4d6 10 times per day
Divine Weapon +2 (9 minutes) (2/day)
Aura of Courage (10' radius) (Su)
Aura of Good (Ex)
Aura of Resolve (10' radius) (Su)
Divine Grace (Su)
Divine Weapon +2 (9 minutes) (2/day) (Sp)
Lay on Hands (4d6) (10/day) (Su)
Mercy: Diseased (Su)
Mercy: Frightened (Su)
Mercy: Poisoned (Su)
Mercy: Shaken (Su)
Paladin Channel Positive Energy 5d6 (5/day) (DC 18) (Su)
Paladin Spells Known (CL 6, 13 melee touch, 10 ranged touch):
2 (2/day, DC 16)—*shield other*, *aura of greater courage***
1 (3/day, DC 17)—*challenge evil***, *knight's calling***, *bless water*

GEAR

+2 Light Fortification Fullplate, *+2 Blinding Large Steel Shield*, *+2 Keen Longsword*, *+2 Amulet of Natural Armor*, Masterwork Light Crossbow, 50 bolts, 57 gp

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Feats

Words of the Master
At the cost of 1 ki point you impart some nugget of ancient wisdom pertaining to the present situation - or not - as a full round action. All allies within 20 feet gain a bonus to their saving throws equal to your Wisdom modifier for 1d4+1 rounds. OPTIONAL RULE: At the GM's discretion, the player may attempt to state this particular nugget of wisdom. If it is pertinent, relevant or funny, the saving throw bonus lasts for an additional 2 rounds. If it is not, the player loses 50 experience points.

Focused Stunning
As a swift action, you can expend 4 ki points to focus and unleash extra ki as part of a Stunning Fist attack, thereby increasing its duration by two rounds.

First Strike (req Improved Initiative)
During the first round of combat, if you win initiative and reduce an opponent to 0 HP or lower, you immediately gain another attack at your highest attack bonus.

Expanded Critical (req Fighter 7)*
Add your dex bonus to your critical hit range to a maximum of +4

Critical Momentum (req BAB 5)*
Every time you land a critical hit, you immediately get another attack at your highest attack bonus.

Precision Strike (req fighter 7)*
Add your int bonus to your critical hit range to a maximum of +4

Speardancer (req dex 13, dance 2 ranks, weapon finesse)
Can apply weapon finesse to any spear, staff, or polearm

Seductive
Diplomacy checks made against somebody who is (or could be) sexually attracted to you have their DCs reduced by 10, and can result in an attitude shift of more than two steps.

Arcane recollection
At the cost of two spell slots of at least equal level, you can regain any spell previously cast with ten rounds of Concentration. For each successful round of Concentration, add +1 to each Concentration Check.

* NOTE: These Feats are...of questionable balance. Let's be honest. They're broke as hell. These are meant to specifically flesh out Daphne's character as played in the film and may not function well in other games. Exercise extreme discretion if you use them in any other capacity.

Spells

Flaming Hand of Fiery Doom
School:evocation; Level: magus 5, sorcerer/wizard 4
Casting Time:standard action or varies
Components:V, S, M (pinch of brimstone)

EFFECT

Range: close (25 ft + 5 ft/2 levels) | Effect: one flaming ball
Duration: instantaneous | Saving Throw none; Spell Resistance yes

DESCRIPTION

You summon the wrath of hell, gathering a ball of fire in your hand that can grow in intensity the longer you cast the spell. You must succeed on a ranged touch attack to blast your target into a fiery doom. A creature so flamed takes 1d6 points of fire damage per caster level (maximum 15d6). Being that this spell was meant for killing demons, if your target is a demon it instead takes 2d6 points of fire damage per caster level (maximum 30d6).

You may discharge the spell immediately, or continue casting for up to 2 more rounds. You may discharge the flaming hand of fiery doom at the end of either round. At the end of the first delayed round, the spell bypasses fire resistance and deals an extra 3d6 points of fire damage. At the end of the second delayed round, increase bonus damage to 8d6 point of fire damage, and the spell also ignores fire immunity.

Incandescent Messenger
School conjuration (teleportation); Level: Cleric/Inquisitor 4 (Therin)
Casting Time 10 minutes
Components V, S, M/DF (a ruby worth at least 2,000 gp)

EFFECT

Range 10 miles/level | Target you
Duration 1 min/level | Saving Throw none; Spell Resistance no

DESCRIPTION

You become aware of all followers of Therin within range who are gathered around a flame that is at least large enough for you to stand within. At your choosing, you can project a semi-solid image of yourself to appear within any one of those fires. You are able to cast up to level 3 spells through this projection, and can interact with objects that weigh up to 5 lbs. You cannot bring items to give to others, but you can accept items from the other side weighing a total of 5 pounds. Disruption of the fire ends the spell immediately.

Uninvited Guest
School necromancy (evil); Level: Wizard 6, Cleric/Oracle (Lord Death) 6
Casting Time 1 minute
Components V, S, an active Scrying

EFFECT

Range 10 miles/level | Target 1 non-good humanoid that the caster is scrying on.
Duration 1 round/level | Saving Throw Will negates; Spell Resistance yes

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DESCRIPTION

You temporarily force your will onto the mind of another. Creatures that fail their saves have their consciousness suppressed, and yield all of their abilities to the caster for the duration of the spell, including access to any spells that would be within the caster's ability to use. Chaotic and evil targets get -5 on the saving throw (-10 if both) to resist the control. Good creatures are immune to this spell.

Uninvited Guest cannot target the same creature more than once in the span of a week, as the disruption to the creature's spirit and neural pathways leaves them in such disarray that a Scrying spell cannot "recognize" them until several days have passed.

This disruption of a creature's neural pathways and spirit, along with the juxtaposition of their soul with the caster's, results in the target being immune to all forms of scrying (and therefore further castings of Uninvited Guest) for 24 hours after the spell expires.

Magical Items

The Heart of Therin (artifact)

This rod is capped with a topaz the size of a man's fist glowing with an unearthly light. All spells cast by the bearer that have sun, light, day, burn, fire, heat, flame, or any other plausible variation thereof, are automatically empowered. The bearer also gains access to all such spells regardless of their status as arcane or divine, though they must still cast within their own level of ability. Further, any qualifying spell of level 2 or lower is automatically quickened. On close examination (DC 25 Perception check), the light in the center of the gem seems to writhe peculiarly, as though trapped within and seeking release.

The Mask of Death (artifact)

Its origins shrouded in mystery, this ebon artifact possess a link to the realm of the gods. If a devout worshipper dons the Mask, they gain a measure of divine power for themselves. Such power, however, takes a drastic toll on the mind of an unprepared mortal. To this end, the potential wearer must perform an act of exceptional piety to gain their patron's protection. Binding your soul to a holy text and the slaughter and subsequent reanimation of an entire town in Death's name is a great example. Trapping Therin and planning to usurp her? Not so much. The efficacy of such an act is up to the GM's discretion, and anyone who fails to perform such an act prior to wearing the Mask must make a DC 40 Will save or be driven hopelessly insane. (Alignment shifts to CE and character becomes an NPC).

Anyone with a patron deity who dons the Mask of Death gains the following benefits:

Divine Rank 1

DR 15/epic; SR 33 +10 to any one ability score.

Immune to all harmful energy except the type with which they are most closely aligned. (Fire for Therin, negative energy for Death, etc)

Immune to disease, poison, stunning, sleep, paralysis, death effects, and disintegration; not subject to death by massive damage.

Immortal (unless slain with the energy source against which they are vulnerable, or a deity with more divine ranks).

Characters without a patron deity gain no benefit from wearing the Mask.

Staff of Resurrection

Aura Strong Conjuration [CL 15th] | **Slot** none | **Weight** 5 lbs.

Description A humble looking staff of leather-wrapped birch, this minor artifact can restore life to the perished. A staff of resurrection holds 10 charges and can be used for the following functions:

Cure Critical Wounds—1/day (no charges)

Resurrection (per Resurrection Spell CRB)—1 charge per use.

Daggie's Blunderbuss

Damage 1d8+3| **Range** 15 ft. cone |vs touch AC along with -2 attack, separate attack roll for each target in the cone

Misfire 1 (5 for non-proficient) | **Capacity** 1 | **Weight** 8 lbs | Type B and P

Reload is a full round action

The blunderbuss fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A blunderbuss uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition.

Description This firearm is in remarkably good condition. The name "Daggie" has been carved into the cherrywood stock, and running your thumb along the old carving activates the weapon's Lucky property.

Tankard of Excellent Ale

Aura Minor Conjuration [CL 2nd] | **Slot** none | **Weight** 1 lb.

Description A simple wooden tankard held together by intricately decorated leather straps. Carved into the wood are scenes of drunken Dwarves fighting, singing, carousing and sloshing foamy suds from their steins. Carved into the handle are the Dwarven Runes meaning "Beer Me!"

When grasped by the handle after a particularly epic event, the holder of the Tankard may summon fine Dwarven ale by shouting the words "Beer Me" in any language. The tankard fills to the brim immediately with a dark, fragrant stout. The scent of anise wafts from the abyssal depths of the perfect brew. To preserve the finest taste of the ale it should be quaffed as soon as possible. If used without an epic, monumental or truly awesome event preceding (GM's discretion), the tankard produces a thin yellow liquid that tastes of elk water.

Doom Coin

Aura Incredibly Potent Necromancy [CL 20+] | **Slot** none

Description This small and ancient coin is made of an indeterminate metal. Pictures and words are etched into the surface, but they subtly move and change, preventing them from being read. The coin may be used simply by holding it, picturing a target and speaking the word "Doom." A minor Doom is then visited upon the target, maybe not immediately, but someday…soon.

At the GM's discretion, the player who holds the coin may suggest a minor Doom to be carried out on his chosen target. This Doom

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may not kill or permanently damage the target. Minor Dooms can include small business failures, short bouts of uncomfortable crotch ailments or a plague of lazy spider monkeys. It is solely the GM's call what the Doom is and how long it will last. Once used, the coin vanishes forever.

Pike of Mediocrity [cursed]

Aura Strong Transmutation [CL15th] | **Slot** none | **Weight** 3 lbs.
Description This pink spear is just a little on the short side. It isn't TINY or anything…in fact, for a shortspear it's absolutely huge! You know, it probably is a shortspear come to think of it; one meant for ogres. So since it is a Large sized shortspear, its stats are like a regular spear. Wow that's impressive!

Incidentally, this +2 spear changes all of the wielder's stats to 10. A remove curse is required to be rid of the darn puny thing.

Screaming Codpiece

Aura Incredibly Potent Evocation [CL 20+] | **Slot** Crotch
Weight Oodles
Description A fantastical codpiece crafted from the finest silver. Inlaid with ornate gold symbols and encrusted with gems, it glows brightly even without the aid of torchlight.

The codpiece's first, and lesser, ability is to glow green whenever any hostile creature approaches within 100 feet of the wearer. -10 on Stealth checks against creatures who rely on vision…

One must wear the screaming codpiece for 24 hours before the true magnitude of its fabulous magic resonates. After such time, the wielder may thrust his pelvis forward and give a mighty scream to invoke the codpiece's power. A line of energy blasts from his groin with a length in feet equal to the wearer's con score x10, and dealing 1d8 fire damage per point of constitution. This awesome power may be invoked but once a day, and the wearer is fatigued until after taking a fifteen minute nap.

Armageddon Pastry

Aura MASSIVE Evocation [CL?!?!?!?] | **Slot** hand | **Weight** 0.1 lbs.
Description This innocuous looking cinnamon roll is, in fact, a highly unstable thermonuclear device. If bitten into, it triggers an instant 41d6 disintegration effect in a 100 foot burst (Fort save DC 30 to take 10d6). Any building in which the Armageddon Pastry detonates is reduced to a smouldering crater.

Nectar's Nectar

Aura Powerful Enchantment [CL 20] | **Slot** none | **Weight** none
Description This vial is filled with a questionable-looking cloudy fluid. If applied beneath the arms and behind the ears, every creature within 30 feet that could be sexually attracted to the user is filled with lustful feelings, and does its utmost to passionately kiss and caress the user (DC 30 Will Save negates)… The potent stuff has a duration of 1d4 hours.

Psionic Spiritblade

Aura Strong Conjuration [CL 18] | **Slot** none | **Weight** 2 lbs.
Price 150,000 gp
Description Your last character wanted you to have this when you were high enough level, but your GM won't want to allow it. He's afraid you might use it to derail his damn fool idealistic crusade like your last character did. It is your last character's psionic spirit blade. This is the weapon of a dual-class sorcerer/monk. Not as clumsy or random as a crossbow. An elegant weapon, for a more civilized age. The brilliantly glowing red (of course…) blade only appears at the mental command of its wielder.

A psionic spiritblade is a one-handed exotic +3 weapon that does 2d8 slashing/fire damage, and has a 18-20x3 crit range. It is capable of being used with weapon finesse. It bypasses up to hardness 25 for purposes of damaging objects, and totally ignores any non-magical armor. When striking a target in non-magical armor, there is a 50% chance per hit that the armor breaks, and then is destroyed.

If a character does not have Exotic Weapon Proficiency: Psionic Spirit Blade, a natural 1 on an attack roll results in the wielder automatically confirming a critical strike against themselves. In addition, there is a 50% chance of dismemberment or decapitation. If dismemberment occurs, roll 1d6 to determine loss of limb: 1-3, lose an arm; 4-5, lose a leg; 6, lose your head

Duct Tape of Healing

Aura Strong Conjuration [CL 17] | **Weight** 0.1 ounce
Description Duct Tape of Healing is the handiest item in any cleric's toolbox…er, first-aid kid. Each roll can be used one of two ways:

Preventative Maintenance If applied over the course of six rounds, Duct Tape of Healing confers the effects of both greater restoration and a "vintage" version of heal (restores max HP). Each such use of the duct tape requires half the roll.

Do-it-yourself Henchman Repair If used to bind the remains of any dead body, Duct Tape of Healing casts true resurrection on the corpse. It takes ten full rounds to apply the duct tape in this manner (double that if the body was disintegrated).

Sword of Ogre Decapitation

Aura strong necromancy and transmutation, moderate conjuration [CL 18th]| **Weight** 4 lbs.
Price 75,000 gp
Description The business end of this mighty blade glistens beautifully in the light; a stark contrast to the hideous face worked into either side the tarnished brass hilt. An overlarge mouth gapes open in a silent scream below a huge nose and bulging eyes.

Any ogre hit by this +2 Giant Bane longsword must succeed on a DC 20 Fortitude save or have their head struck from their shoulders and die.

Construction Requirements
Craft Magic Arms and Armor, keen, finger of death, summon monster 3; Cost 37,500 gp

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Archetype: Wild Mage (WILD!!!)

Some rogue wizards have learned techniques for infusing their spells with the chaotic essence of wild magic. Widely considered insane by their more studious peers, they roll the dice with their lives (and sometimes the lives of those around them) for the chance at much greater power.

Alignment: Wild Mages (WILD!!!) must be chaotic.

Wild Magic

Every time the Wild Mage (WILD!!!) casts a spell, there is a 50% chance that the spell goes wild (WILD!!!). Flip a coin, roll a d6 for odds or evens or use your favorite method to determine the outcome. If a spell is wild (WILD!!!) roll 1d20 and consult the following table.

DIE	RESULT
1	**Spell Fails.** You feel dumb. Your friends make fun of you.
2	**Rebound**: The spell rebounds on its caster with the normal effect. If the spell cannot affect the caster, it fails
3	**Reduced Power:** Spell does ½ damage, only travels ½ intended distance or lasts for ½ as long as intended.
4	**Swap Energy:** Any spell dealing energy damage switches to a different, random element. Roll a 1d6 and consult the following: 1 **acid** 2 **cold** 3 **fire** 4 **electricity** 5 **negative engery** 6 **positive engery (heals living, harms undead)** This does not change the damage dealt or the effect of the spell, only the energy in which it is delivered.
5	**Delayed:** Spell is delayed by 1d4 rounds. For each round you are delayed casting, add an additional +1d6 damage to the spell's effect.
6	**All Hail Stupefrog:** Instead of what you meant to cast, an illusionary giant frog appears directly in front of you and begins to sing a soothing tune that affects everyone within 40 feet as the Calm Emotions spell (DC 16) for 1d4 rounds.
7	**Spray of Ribbons:** Your intended spell escapes your mind. Instead you spray a 15ft cone of colorful ribbons from your fingertips with a quiet pop. Anyone caught in the spray is considered to be Flat-Footed.
8	**I Love a Parade:** You had a song stuck in your head while you tried to cast your spell. Instead, you create a falling storm of ticker tape within a 100 foot radius centered on the caster for the next 1d4 rounds. The ticker tape falls from a height of 30 feet and is accompanied by loud marching band music emanating from the caster. The distraction causes 25% arcane spell failure to anyone within the area of effect.
9	**Bouncy:** Whatever you thought you were gonna cast, you create hundreds upon hundreds of festively colored rubber bouncy balls to rain down from 30 feet above and within a 100 foot radius centered on the caster. An Acrobatics Check (DC 15) is needed for anything moving through the area to avoid falling prone for the next 1d4 rounds while being pelted. After the 1d4 rounds, the balls shrivel away into dust.
10	**Anarchic Aura:** All spells cast by other casters in a 10 foot radius (centered on the caster) are Wild! For the next 1d4 rounds. Roll for each spell affected on this table.
11	**Randomized Target:** The target of your spell hits a random target as determined by the GM, rather than the one you intended.
12	**Tentacled:** In addition to your spell, writhing tentacles erupt from the ground around the target. These tentacles function as per the Entangle spell. The tentacles remain for the duration of the encounter.
13	**Ethereal Sneeze:** Immediately after casting your spell, as a swift action you sneeze yourself into the Ethereal Plane, becoming ethereal for 1 round.
14	**Rainmaker:** The target of your spell is also the center of a torrential downpour. In a 60ft radius burst centered on the target, it rains. Hard. For 1d10 rounds Everyone within the rain has cover, is in difficult terrain, and has visibility equivalent to thick fog.
15	**Evil Twin:** Everyone in a 20ft radius burst centered on you has an evil twin that appears adjacent to them that lasts for 1d4 rounds. If a target moves away from its evil twin, it takes 1d6 points of damage per level of the spell you cast and then the evil twin vanishes. If target casts spells, it must cast defensively or take the damage.
16	**FLASH!:** Target of your spell is also teleported 5ft per level of the spell cast in a random direction. Target gets a WIL save DC equal to the DC of the spell cast to not be teleported.
17	**Emboldened:** Spell does 50% more damage as per the Empower Spell feat with no increase in spell level.
18	**Embiggen!:** The numeric area of the spell is doubled as per the Widen Spell feat with no increase in spell level. Additionally, if the target is personal, you can also affect 1 ally.
19	**Quickening:** The spell is cast as a swift action as per the Quicken Spell feat with no increase in spell level.
20	**Wild Surge:** Spell does double damage or the duration is doubled.

This ability replaces arcane bond and arcane school.

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Prestige Class: Cantor

REQUIREMENTS

Patron Deity

Alignment: Within one step of patron deity's

Skills: Knowledge (religion) 5 ranks, Knowledge (planes) 5 ranks

Special: Bardic Performance, and must have undertaken a great quest or service in the name of your deity (GM's discretion).

Level	BAB	Fort	Ref	Will	Special	Spells per day
1	0	0	0	2	Bardic Performacne	+1 level of existing class
2	1	0	0	3	Healing Hymn 1d4	—
3	2	1	1	3	Faithful Fervor 2	+1 level of existing class
4	3	1	1	4	Healing Hymn 1d4	—
5	3	1	1	4	Melodic Aegis	+1 level of existing class

Bardic Performance Levels of Cantor stack with levels of Bard for determining the effects and advancement of Bardic Performance. A 5 Bard/1 Cantor has access to the Suggestion bardic performance and 14+cha rounds of Performance a day.. A 5 Bard/2 Cantor can begin a performance as a move action and has access to 16+cha rounds of Performance, etc.

Spells per Day A cantor gains new spells per day at levels 1, 3, and 5 as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He gains no other abilities from the class unless otherwise specified. If a character had more than one spellcasting class before becoming a cantor, her must decide to which class he adds the new level for purposes of determining spells per day.

Faithful Fervor (Su) All competence and morale bonsues granted to targets who share your patron deity via your Bardic Performance increase by +1. This bonus increases to +2 at level 3.

Healing Hymn (Su) While maintaining a performance, a cantor can expend an additional round of performance each turn to alleviate the hurts of the faithful(himself included). To be affected, allies who share you patron deity must be able to perceive your performance. All affected allies heal 1d4 points of damage per round. This healing increases to 2d4 at level 4.

Melodic Aegis (Su) While maintaining a bardic performance, a cantor may spend an additional 5 rounds of bardic performance to replace an ally's saving throw. Make a perform check as an immediate action and use the total in place of your ally's save. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your performance check in place of his saving throw. This ability may be used once per ally per day, and only on allies who share your patron deity.

Therin's Dogma

The light of Therin exists not for its own sake; rather, She shines to reveal the truth that shadow would conceal, and to warm the dark places of the world. To give openly of yourself is to shine as the goddess. Modesty is a virtue, but take care that your good works might provide an example for those who have yet to find their way. Hold true to your vows at all cost, but swear no mean oath. Be a glorious lance to smite the wicked, but never forget that the tenebrous might be made radiant through patience and prudence. Leave each place you visit brighter than it was found, warming all cold hearths and providing firewood for those unable to fetch their own. Learn to read and encourage others to do the same, so the glow of knowledge can linger on after your departure. Speak no duplicity, for a deceptive radiance is more dangerous than an honest gloom.

Hymn to Therin

Praise be to thee oh Therin
Goddess of the light.
Your radiance and mercy
Guide us safely through the night.
Illum'nate the darkness and keep us safe we pray.
So we may rise and worship you oh keeper of the day.

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Dorkness Rising "Waffles Ho!" Recipe

(with Scott C. Brown)

2 1/4 cups flour
1 teaspoon baking powder
1/2 teaspoon baking soda
1/4 teaspoon salt
1 1/4 cups sugar
1/4 cup brown sugar
Dash of cinnamon

2 egg yolks
2 cups milk
1/3 cup vegetable oil
3.5 teaspoons vanilla extract

2 egg whites

DIRECTIONS

1 Combine flour, baking powder, baking soda, salt, sugar, brown sugar, and cinnamon in a large vessel.
2 In a separate container, combine egg yolks, milk, vegetable oil, and vanilla extract. Hold action on egg whites.
3 Cross-class liquid and flour reagents. DC 35 Craft: Alchemy check to avoid lumps. Failure is not catastrophic.
4 Thoroughly encourage the egg whites. Grapple into batter.
5 Apply the batter to waffle iron. Activate as a standard action.
DC 5 Craft: Cooking check. Failure results in 1d4 fire damage.
6. Apply templates (toppings) as you see fit.

(If you're not adventurous or can't cook, use a mix and add vanilla and a dash of cinnamon.)

The toppings really make the thing rock, I used banana slices on top of nutella, drizzled with a delicious French caramel sauce, and topped with a bit of whipped cream. The flavors are individually really intense, but they tend to combine into a palate of awesome. Of course the more traditional Strawberries and Whipped Cream, or Maple Syrup work well too. But when you have done exceptionally well, and REALLY deserve the waffles, well, the more adventurous the toppings, the greater the reward! - Scott C. Brown.

OPTIONAL RULE:

Award 1 hero point to whoever made the waffles.

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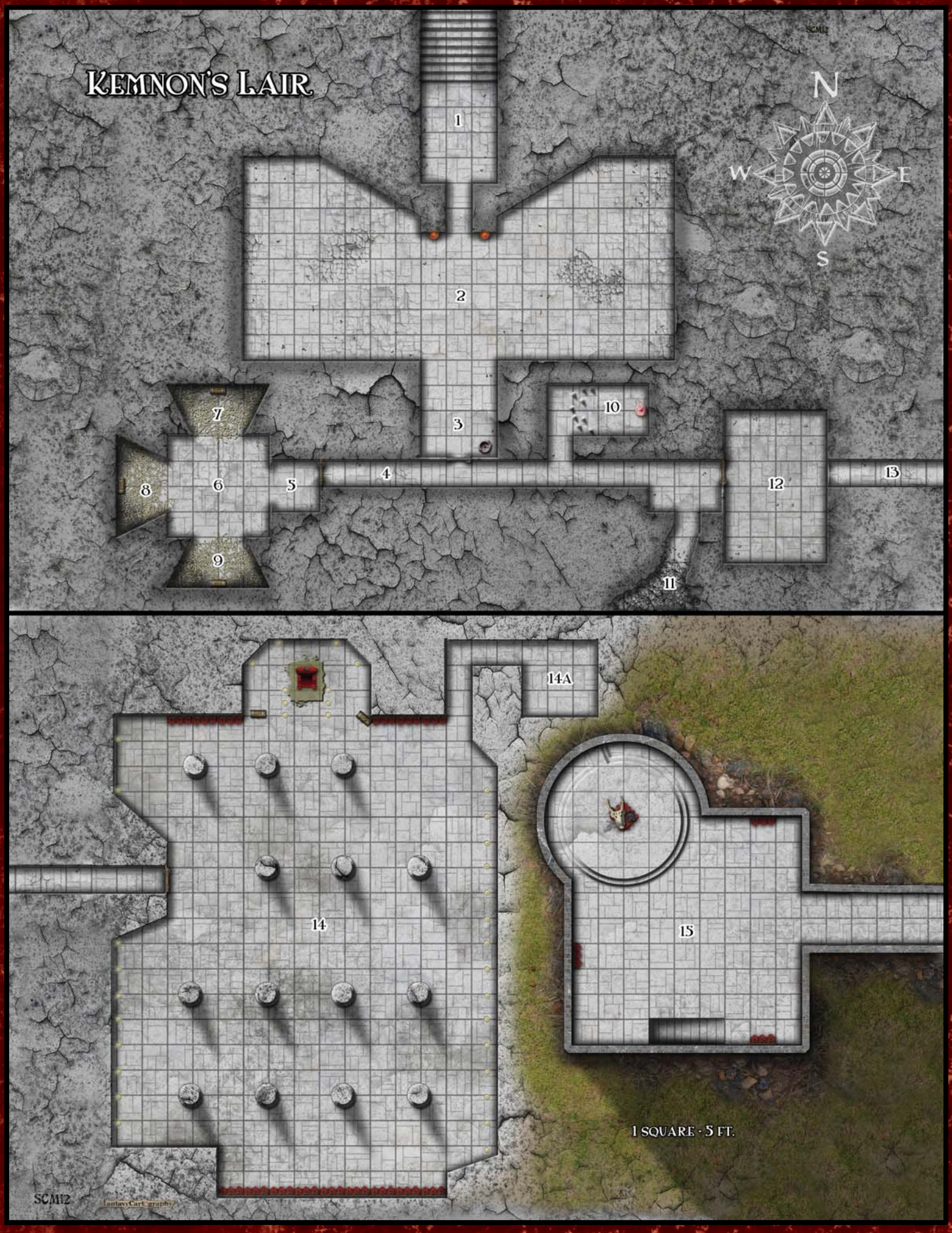

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From the minds of Matt Vancil, creator of *The Gamers* and the hit web series *JourneyQuest* and newcomer Kevin Mickelson comes the long-anticipated return to Fartherall seen in the film *The Gamers: Dorkness Rising*. *The Mask of Death* takes players through the adventures featured in the film along with new monsters, enemies and an entirely new dungeon! Play as the party from the movie—Brother Silence, Daphne, Sir Osric, Luster (either one) and the virtually immortal bard, Flynn the Fine—or create an all-new team of heroes!

Save the Kingdom! Seduce the celibate! Spread the buttery justice of Therin!

Onward…*To waffles!*

DG

ZOMBIE ORPHEUS ENTERTAINMENT

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